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ABSTRACT

This annotated index describes and illustrates a wide selection of public domain instructional software that may be useful in the education of deaf students and provides educators with a way to order the listed programs. The software programs are designed for use on Apple computers and their compatibles. The software descriptions are presented in the following categories: art, business and finance, computer programming, games and hobbies, language arts, logic, "Logo," mathematics, music, odds and ends (calendars, clocks, guidance, home economics, industrial arts, typing), science, skills training, social studies, teacher utilities, and word processing. For each listing, the following information is provided: title; rating; computer space required; brand of computer, operating system, and language of the program; copyright; fee; color or monochrome; input device; program date; author; and an illustration of the screen graphics. Brief text describes the program, its performance, and suggestions for its use. The programs can be ordered through the Pre-College Center for Curriculum Development, Training, and Outreach of Gallaudet University. (JDD)

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SOFTWARE

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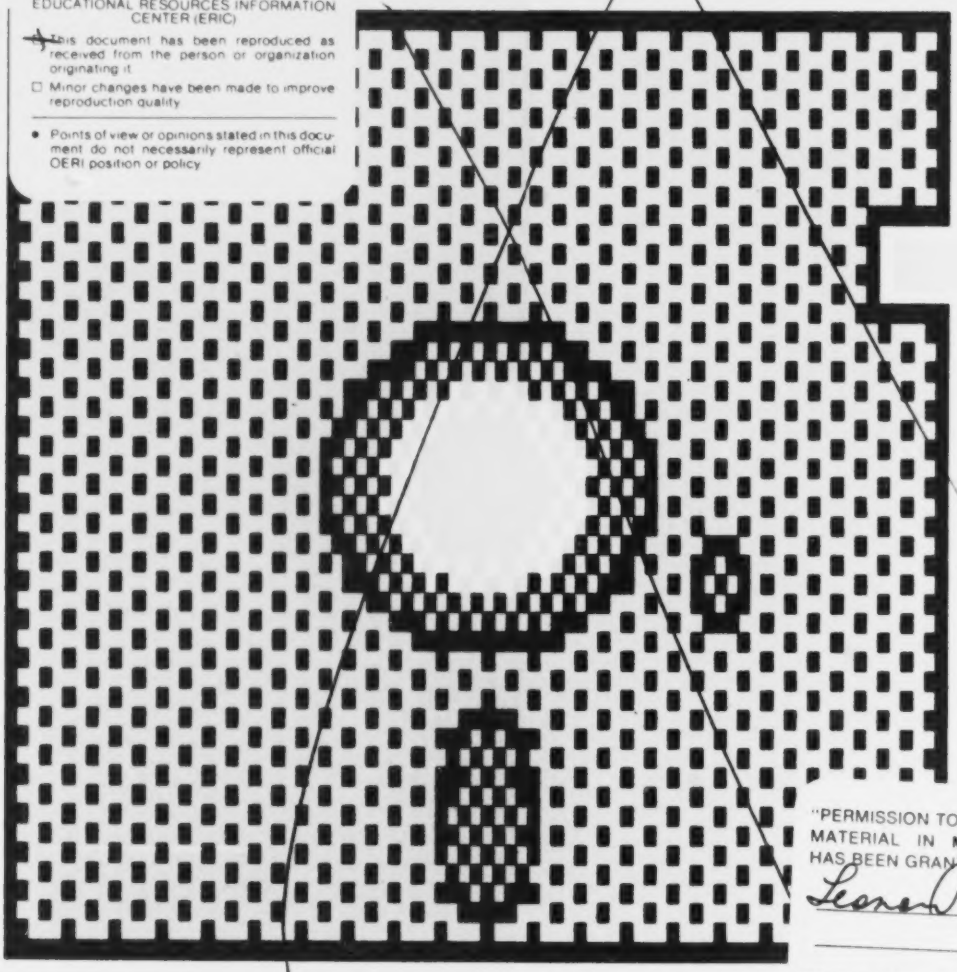

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SHOPPER

EC 202 569

SOFTWARE SHOPPER

COMPILED BY SANDRA HART DAVIS

Computer Managed Educational Systems
Pre-College Center for Curriculum
Development, Training, and Outreach
Gallaudet University

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SOFTWARE SHOPPER

INTRODUCTION

A growing number of schools use microcomputers with their students, creating a major demand for good educational software. Commercial sources have been quick to respond to that demand, but commercial programs may have several drawbacks:

- They are often expensive to purchase.
- It is difficult to evaluate them in advance of purchase.
- Copyright may restrict their use to individual purchasers on single computers.

Along with increased use of microcomputers, there has been steady growth in the availability of "public domain" software. Software in the public domain is generally not copyrighted or otherwise restricted for use. It may also have some of the following characteristics:

- Programs are usually available at low cost.
- Documentation is seldom adequate.
- Programs may be incomplete or faulty.
- It is not widely marketed or accessible to educators.

Following a summer project evaluating public domain software for use at Kendall Demonstration School, Sandra Hart Davis was granted a Gallaudet Presidential Award beginning in early 1986. The award was intended to fund a broad-based review and analysis of public domain software for use with deaf students. The project was designed to help teachers throughout Gallaudet's Pre-College Programs select appropriate computer programs for classroom use.

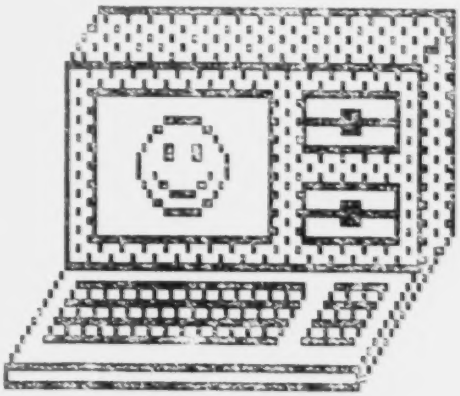
During the year, as the project director worked with other educators, she realized that the need for information and access to good software was universal. The recognition of that need and the flexibility of the grant made possible the publication of this catalog.

The SOFTWARE SHOPPER is designed to serve two broad purposes. First, it is an annotated index that describes and illustrates a wide selection of instructional computer software—all in the public domain—that may be useful in the education of deaf students. Second, it provides educators with a way to order the listed software programs.

SOFTWARE SHOPPER offers several advantages to busy educators:

- All of the programs have been reviewed by a practicing teacher with extensive experience in computer-managed instruction.
- The programs are illustrated with representative screen graphics.
- Titles may be ordered individually or grouped to meet specific needs.
- Prices have been kept low, based only on the cost of preparing and mailing diskettes.

The author and publishers hope this book will provide a useful introduction for teachers and students to the world of computers.



Organization of the Catalog

Each program in this catalog is described as follows:

- ACCESSION NUMBER: This is a code number assigned to the specific program, to be used for ordering.
- TITLE: The title of the program is printed next to the accession number. Title and number are the primary ordering code.
- GROUP: A group number indicates that the program is one of a group of interdependent programs. When you order one program in a group, you will receive all of the related programs.
- RATING: This is the consensus of evalutors' opinions about the program's value as an educational tool. Possible ratings include:
  Recommended — very good programs, usually in color and well structured.
  Good — good educationally, but content and instructional design are less than superior.
  OK — usable drill and practice programs, usually not in color, but may be good value.
  Poor — mainly older programs, for reference only.
  Potential: Needs work — flawed, but worth fixing.
  Not Recommended — included in the catalog for your information; if you see them listed elsewhere, you will know they are probably not worth the trouble.
- SECTORS: This number represents space on a diskette. One sector is 256 bytes in the Apple format.
- BYTES: The actual space the program requires on a diskette.
- CATEGORY: The principal subject area of the program.
- SUBCAT: A secondary subject area, where applicable.
- COMPUTER: The brand of computer for which the program is designed.
  At this point, the Software Shopper includes only programs for Apple and IBM computers and their compatibles.
- OPSYS: Identifies the operating system for the program. Each program ordered through this catalog will be self-booting, with the operating system included.
- LANG: The language in which the program operates.
- VERSION: The version of the program language.
- COPYRIGHT: This indicates whether or not the program is copyrighted or restricted in some way. Most programs are marked "F" for false, meaning no restrictions.
- FEE: This indicates whether the author requires some sort of payment from those who plan to use the program. "T" means true or yes, payment is required. Most programs in the book are free.
- COLOR: "T" means yes; "F" means no color.
- INPUT: Indicates the principal device used to operate the program— computer keyboard, joystick, or other.
- PROGRAM DATE: The date the program was written, if available.
- REVIEW DATE: The date the program was evaluated for this catalog.
- AUTHOR: Who designed the program, if known.
- The text for each listing describes the program, its performance, and tips and suggestions for its use.

Have Your Own Program Listed!

The SOFTWARE SHOPPER database is made up of more than 10,000 programs, and teachers are always looking for more. If you have created a new educational program or revised an existing one, we would like to see it for possible addition to our list. For every usable original program we receive, we will send back a diskette with an equal number of programs you select from this catalog.

To submit your original program, please copy and use the submission form below. Please note that the form indicates your willingness to place your program in the public domain. Mail the completed form with a copy of your program disk, to:
Software Shopper
Outreach, Pre-College Programs
Gallaudet University
Washington, DC 20002

SOFTWARE SUBMISSION FORM

Name _____ Phone _____

Address _____

_____

____ This is a new program I have written or adapted. I hereby place it in public domain. The name of the program is _____.

____ This is a corrected or revised version of a program already listed in SOFTWARE SHOPPER; name and accession number _____.

Please indicate the program language and version:

Apple: Integer Basic _____

Applesoft Basic _____

Assembler _____

Pascal _____

CP/M Basic _____

CP/M Assembler _____

IBM: Basic _____

Assembler _____

Pascal _____

Other: _____

Is documentation included? diskette _____ paper _____
What are the system requirements? _____
Computer _____ Operating System _____ Disk Drives _____
Color ____ Monochrome ____ Input _____ 40/80 column _____
Comments: _____

Write the access number and name of the program(s) you would like for your complimentary disk. _____

How to Order from the Catalog

An order form is on page vii. It is best to make copies of the form so that you can reuse it to order additional programs as needed. Use the order form to list exactly the programs you want on each disk. The disks you receive will contain only the software you specify. You may also order entire subject categories or the complete software collection described in SOFTWARE SHOPPER. For more information on large or special orders, please call 800/672-6720, ext. 5340.

The cost of each diskette, made up with the programs you specify, is $10, plus shipping and handling charges of $2, a total of $12 per disk. Each diskette can accommodate up to 10 different programs, totaling not more than 300 sectors. Any single program that requires 300 sectors or more will occupy one or more diskettes, as needed.

Fill out the order form carefully. Be sure to include the accession number, the title, and the number of sectors for each program you order, and add shipping and handling charges. Keep a copy of your completed form for later reference.

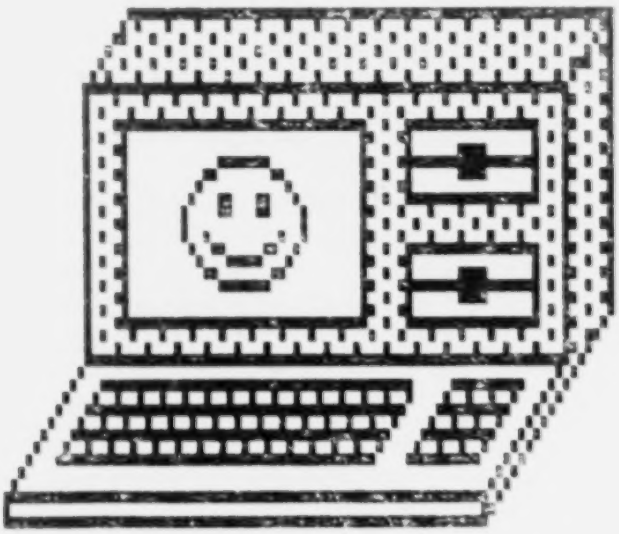
When You Receive Your Order

Check your disks immediately to make sure they function properly and contain exactly the programs you ordered. It is a good idea to make at least one backup copy of each disk. You may make unlimited copies for your own use or the use of your educational program, as needed.

When you put your disk in the disk drive and turn on the system, your customized menu will appear. Choose the letter next to the program you want to run. Only the main program of any file will show on the menu. After you have run the program, if there is no exit command, press ‹control + reset›.

Occasionally, public domain software programs are designed to make funny things happen to your computer. No programs of this kind are included in the catalog. Unless otherwise indicated, all the programs listed in the SOFTWARE SHOPPER have been tested and will run without confusing your computer.

Check or validated purchase order for a total of $12 per diskette must be enclosed.



SOFTWARE SHOPPER

ORDER FORM

Name _____

Address _____

_____

Phone # _____ Date _____

Please provide the following information about your computer:

Type: //+ _____, //E _____, //C _____ Memory: _____ K

Read lower-case letters? _____ Color monitor? _____

No. disks ordered _____ x $12 _____ = Total enclosed $ _____

Purchase order number # _____ (for school orders only).

Make checks payable to Outreach. Mail your orders to:

Software Shopper
Outreach, Pre-College Programs
Gallaudet University
Washington, DC 20002

Disk A	Access #	Title	# Sectors
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

Total number of sectors on disk A (not more than 300) _____

To order additional disks, add a separate sheet of paper or complete back of form.

SOFTWARE SHOPPER

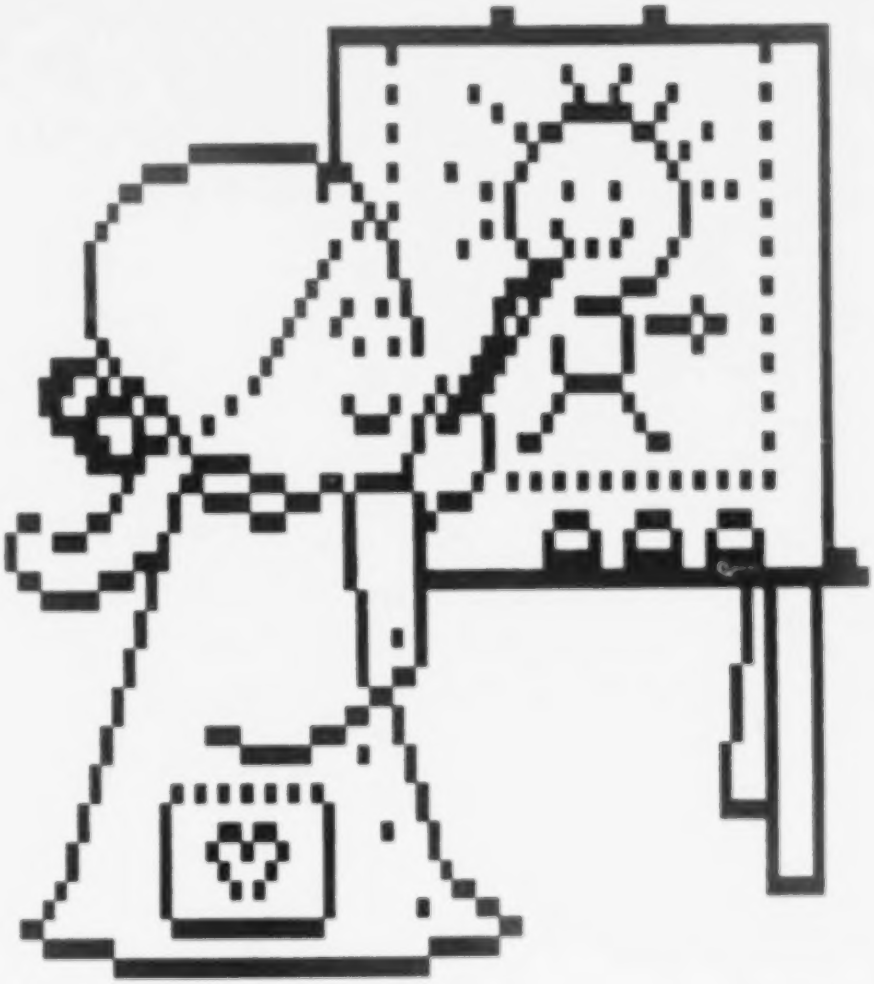
Disk B	Access #	Title	# Sectors
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

Total number of sectors on disk B (not more than 300) _____

Disk C	Access #	Title	# Sectors
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			

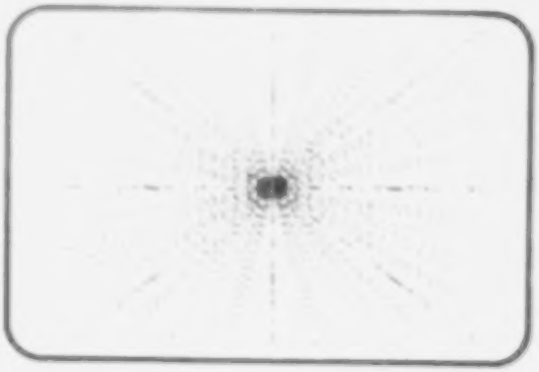
Total number of sectors on disk C (not more than 300) _____

ART



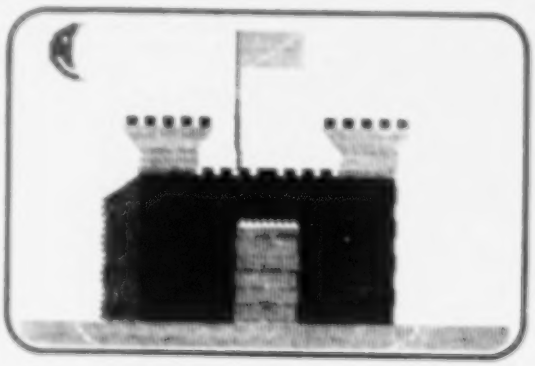
ACCESSION: 5966 BPULSART
GROUP:5966 RATING: OK
SECTORS:80 BYTES: 20480
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program consists of eight different pulsating GRAPHIC designs.



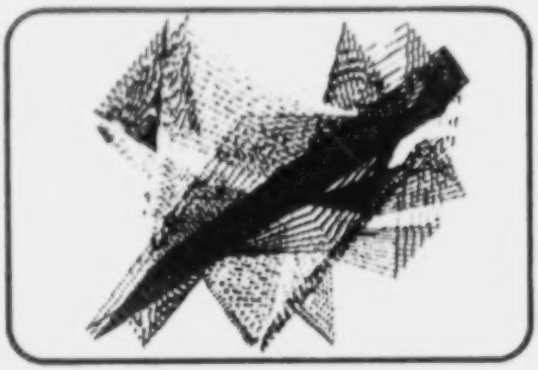
ACCESSION: 5976 CASTLE
GROUP: RATING: GOOD
SECTORS:6 BYTES: 1536
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program draws a castle, pauses, does it again.



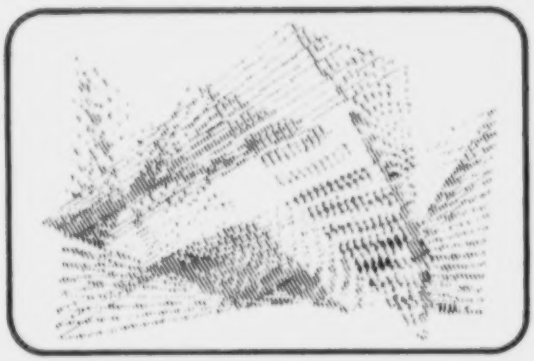
ACCESSION: 5986 FAST STARS
GSSW005 GROUP: RATING: OK
SECTORS:3 BYTES: 768
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

Triangles appear, merge, and reappear.



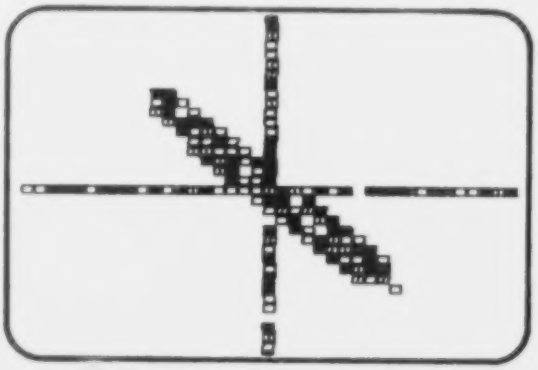
ACCESSION: 5988 FLOATING FIGURE
GSSW005 GROUP: RATING: OK
SECTORS:3 BYTES: 768
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

Draws random spirographic figures.



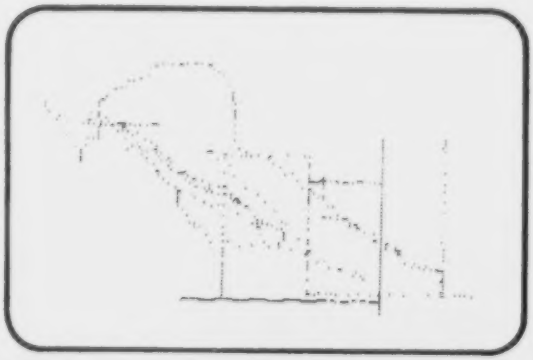
ACCESSION: 5991 GRAPHIC STAR
GSSW005 GROUP: RATING: OK
SECTORS:3 BYTES: 768
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: INTEGER
COPYWRITE: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

The center section fills in with color.



ACCESSION: 3309 HI-RES SKETCHER
UTAP112 GROUP: RATING: GOOD
SECTORS:6 BYTES: 1536
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/13/86
AUTHOR: JEFF HUEBNER

Allows you to sketch on the hi-res screen using either a paddle or the keyboard. The background noise can be annoying and needs to be shut off.



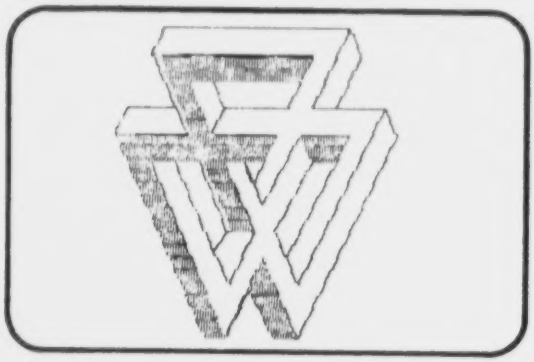
ACCESSION: 3177 HIRES SKETCH
GROUP:3177 RATING: GOOD
SECTORS:29 BYTES: 7424
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: 01/01/78 REVIEW DATE: 06/23/86
AUTHOR: ARTHUR WELLS, JR

This drawing routine includes line, triangles (8 types), parallelograms (4 types) and rectangles (3 types). The user specifies size, location and color (green, violet or white). There are options for writing text on the screen, erasing part or all of the screen, and saving and loading pictures to a disk. A command summary is included in the program.

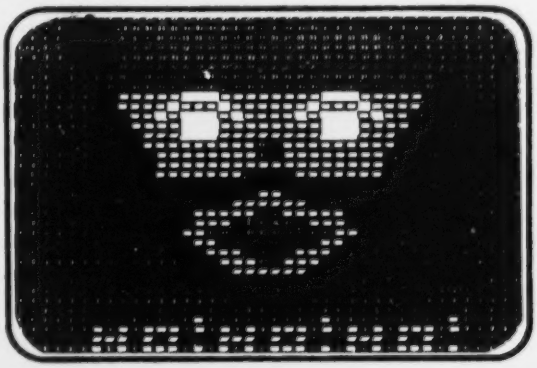
```
D: PLACE PERMANENT DOT ON SCREEN
CV: TOGGLE DRAW COLOR TO VIOLET
CG: TOGGLE DRAW COLOR TO GREEN
CW: TOGGLE DRAW COLOR TO WHITE
 T: DRAW TRIANGLE - 8 TYPES
 R: DRAW RECTANGLE - 3 TYPES
 P: DRAW PARALLELOGRAM - 4 TYPES
 W: WRITE TEXT ON SCREEN
 M: MASK (ERASE) AN AREA OF SCREEN
 E: ERASES LAST LINE DRAWN
 H: SAVE PICTURE TO DISK
```

ACCESSION: 7496 IMPOSSIBLE FIGURE
MSSW044 GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 10/01/79 REVIEW DATE: 06/25/86
AUTHOR: TOM KOTOWSKI

Last modified 10/79.
This draws a figure in hi-res graphics which defies the laws of perspective.
8K Applesoft



ACCESSION: 7310 HOLIDAY PACK
MISW004 GROUP: RATING: OK
SECTORS:50 BYTES: 12800
CATEGORY: ART
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: INTEGER
COPYWRITE: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/25/86
AUTHOR: RON ALDRICH



Create holiday graphics of a Christmas tree, fireplace, reindeer, candelabra, Santa, and others. If line 10 is changed to read GOTO 10000, you'll get another program that needs some work.

ACCESSION: 5812 PATTERN-1
MISW001 GROUP: RATING: OK
SECTORS:6 BYTES: 1536
CATEGORY: ART
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 06/25/86
AUTHOR: ROBERT P.C. DE LOUW

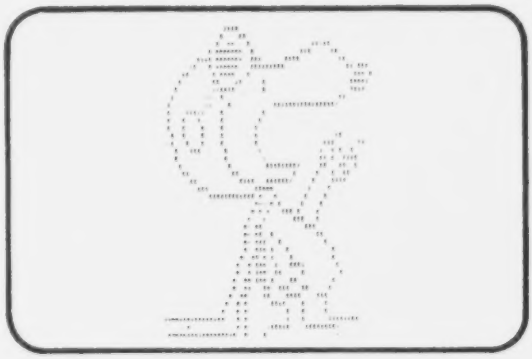
?

This program creates different patterns by entering different positive integers. There is no illustration because the printer doesn't recognize these patterns.

ACCESSION: 3312 MAGIC PAINTBRUSH
UTAP112 GROUP: RATING: RECOMMENDED
SECTORS:13 BYTES: 3328
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: 06/01/80 REVIEW DATE: 06/13/86
AUTHOR: MARK PELCARSKI

From "Softside," June 1980, page 45.
Allows you to draw in hi-res using both paddles and buttons. It has a brush, print and fill options.

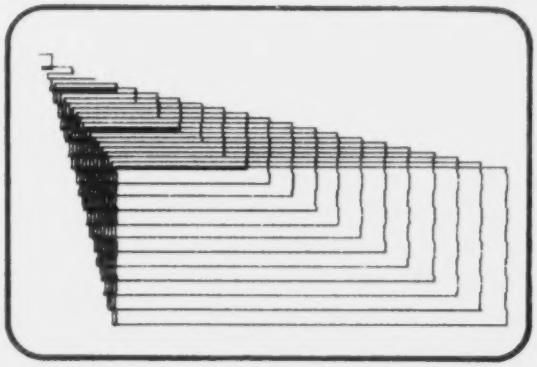
ACCESSION: 6014 SNOOPY PERSONALIZED
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:



A picture of Snoopy. Change line 5 to PR#1 or your printer slot number for an automatic picture of Snoopy.

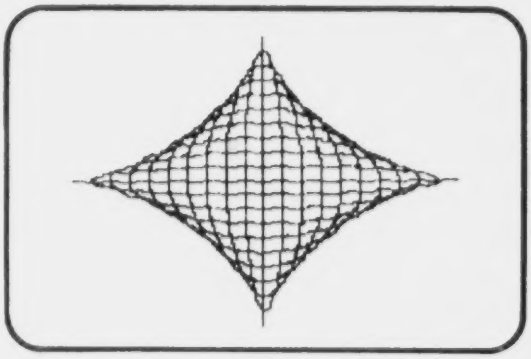
ACCESSION: 4088 TUNNEL VISION
UTAP125 GROUP: RATING: GOOD
SECTORS:2 BYTES: 512
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR:

This short graphic program creates three square cornucopias.

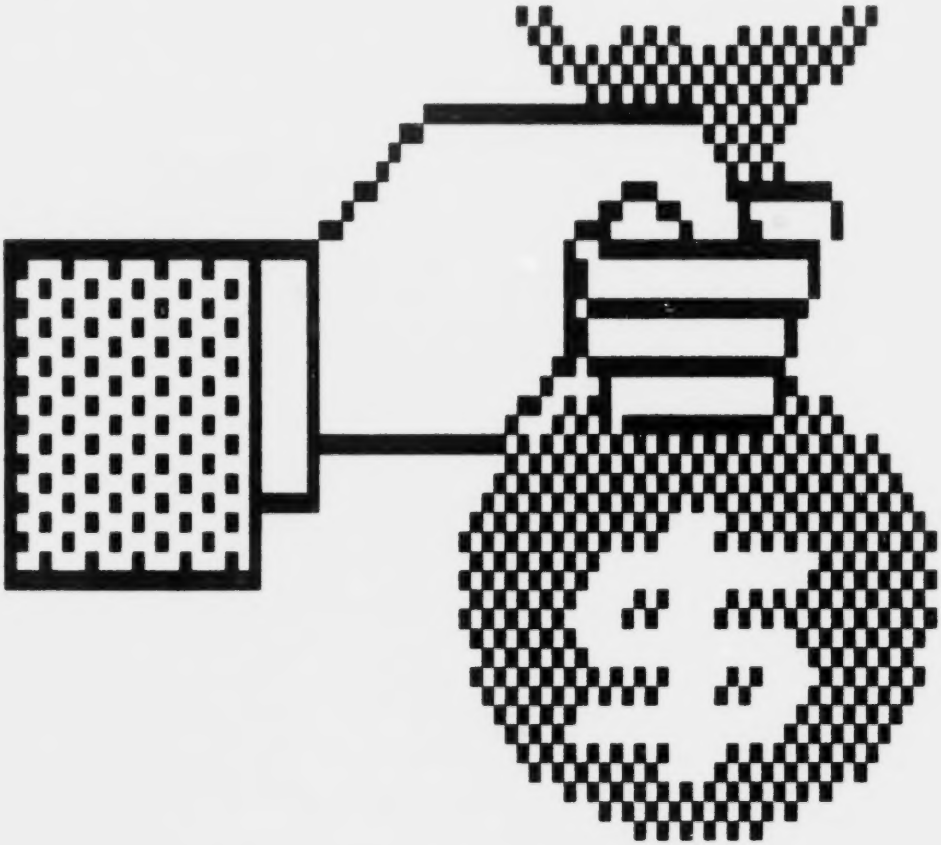


ACCESSION: 4090 TWO 3-D SHAPES
UTAP125 GROUP: RATING: GOOD
SECTORS:3 BYTES: 768
CATEGORY: ART
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR:

The Apple slowly generates a couple of 3-D shapes.



BUSINESS



FINANCE

ACCESSION: 7495 HOME MORTGAGES
GROUP: RATING: GOOD
SECTORS:18 BYTES: 4608
CATEGORY: BUSINESS/FINANCE
SUBCAT: MATH-STAT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: KEVIN ARMSTRONG

This program calculates payments, monthly interest, payment toward principal, and principal left at the end of the month. Applesoft 8K.

PER	PAYMENT	INT	PRIN RED.	PRIN BAL.
1	431.82	410.00	21.82	40978.18
2	431.82	409.78	22.04	40956.14
3	431.82	409.56	22.26	40933.88
4	431.82	409.34	22.48	40911.39
5	431.82	409.11	22.71	40888.69
6	431.82	408.89	22.94	40865.75
7	431.82	408.66	23.16	40842.59
8	431.82	408.43	23.40	40819.19
9	431.82	408.19	23.63	40795.56
10	431.82	407.96	23.87	40771.69
11	431.82	407.72	24.10	40747.59
12	431.82	407.48	24.35	40723.24

ACCESSION: 7501 SAVING & LOAN
GROUP: RATING: GOOD
SECTORS:18 BYTES: 4608
CATEGORY: BUSINESS/FINANCE
SUBCAT: MATH-STAT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/25/86
AUTHOR: KEVIN ARMSTRONG

This program will calculate the present value of a future lump sum payment, the present value of future equal annual payments, the future value of a present lump sum, and the future value of equal annual payments.

```
FUTURE VALUE OF $2000

IN 20 YEARS AT 7%

            IS $7739

HAVE ANOTHER? ENTER Y OR N=>?
```

ACCESSION: 4110 STOCK TRADER
GROUP: RATING: GOOD
SECTORS:29 BYTES: 7424
CATEGORY: BUSINESS/FINANCE
SUBCAT: GAME-TEXT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/79 REVIEW DATE: 06/16/86
AUTHOR: PAUL IRWIN

In this stock market game the player gets $10,000 to wheel and deal with, and can play up to six stocks at a time.

**** MARKET ****

STOCK	BUY	SELL	HIGH	LOW	CLOS
1-APP	107	97	107	100	102
2-PET	96	86	100	91	91
3-AIM	52	42	101	47	47
4-KIM	78	68	100	73	73
5-SYM	54	44	101	49	49
6-OSI	147	137	142	100	142

*** PORTFOLIO ***

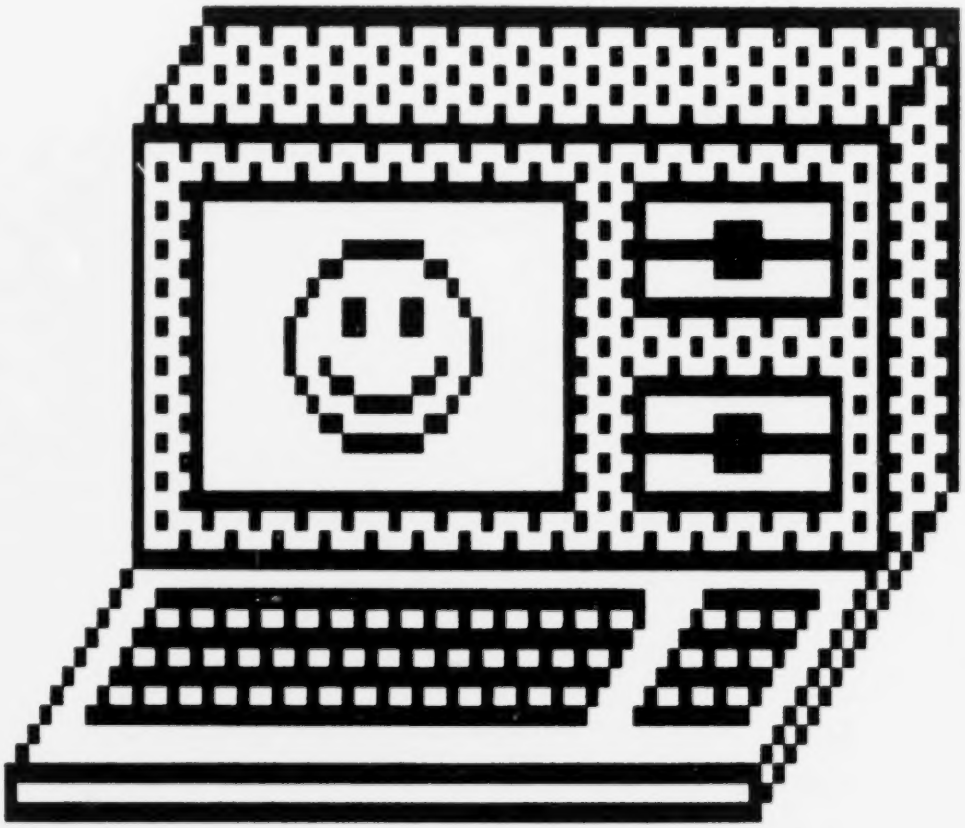
CONTENTS	SHARES	COST	
1-APP	30	5250	
3-AIM	25	2625	CASH
5-SYM	10	800	$1715

ACCESSION: 10075 TINYCALC - SPREADSHEET
GROUP:10075 RATING: RECOMMENDED
SECTORS:139 BYTES: 35584
CATEGORY: BUSINESS/FINANCE
SUBCAT: WORD PROCESSING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This is an Applesoft spreadsheet program tutorial. This program consists of two files, a binary file called Tinycalc and an applesoft file called TC.INST. Run TC.INST. first. The documentation for this program is included in this file. The screen prompts are clear and informative. The program really 'walks' you through the process of developing a spreadsheet.

	A	B	C	D
1		INCOME	RENT	FOOD
2	JULY	1200.00	375.00	300.00
3	AUGUST	1500.00	400.00	275.00
4	SEPTEMBER	1700.00	400.00	325.00
5				
6				
7				
8				
9				
10				
11				
12				

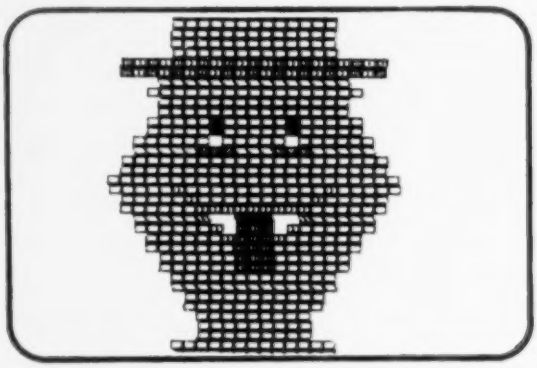
COMPUTER



PROGRAMMING

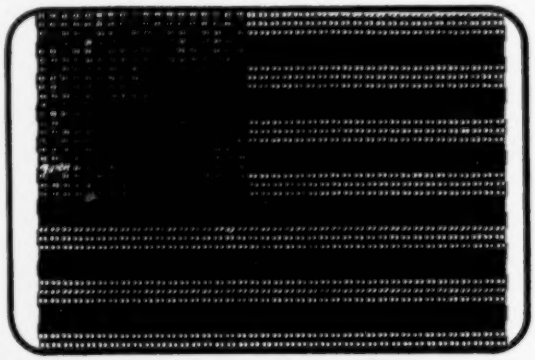
ACCESSION: 5942 ANIMATION
GROUP: RATING: RECOMMENDED
SECTORS:27 BYTES: 6912
CATEGORY: PROGRAMMING
SUBCAT: BASIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 04/08/78 REVIEW DATE: 06/11/86
AUTHOR: R. BOZEK

There are four displays to view: the little train, over the rainbow, fireworks, and the clown. To return to the menu, use ESC and then RUN.



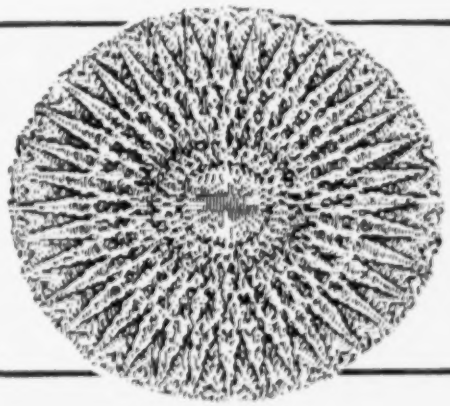
ACCESSION: 5943 APPLE ORGAN
GROUP: RATING: RECOMMENDED
SECTORS:56 BYTES: 14336
CATEGORY: PROGRAMMING
SUBCAT: MUSIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This is a collection of music playing subroutines. The computer will play the Star Spangled Banner, computer composed music, let you build an organ and play the Star Spangled Banner on it, and several other choices.



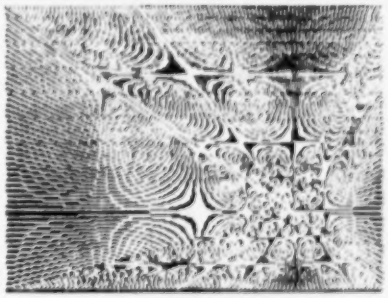
ACCESSION: 5960 APPLE CROCHETER
GROUP: RATING: OK
SECTORS:2 BYTES: 512
CATEGORY: PROGRAMMING
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This is a short graphics program that draws a multi-colored picture.



ACCESSION: 5961 APPLE HIRES DRAW
GROUP: RATING: OK
SECTORS:3 BYTES: 768
CATEGORY: PROGRAMMING
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program draws a graphic picture of an optical illusion.



STEPPING BY 3

ACCESSION: 3173 APPLESOFT LINE WRITER
GROUP: RATING: GOOD
SECTORS:43 BYTES: 11008
CATEGORY: PROGRAMMING
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR:

A programming aid for writing a variety of commonly used routines including DOS strings into a program. Instructions for use are in the program.

DOS COMMAND STRINGS.

```
60101 D$ =  CHR$ (4)
60102 A$ = D$ + "APPEND"
60103 B$ = D$ + "BLOAD"
60104 BS$ = D$ + "BSAVE"
60105 C$ = D$ + "CLOSE"
60106 DE$ = D$ + "DELETE"
60108 O$ = D$ + "OPEN"
60109 P$ = D$ + "POSITION"
60110 R$ = D$ + "READ"
```

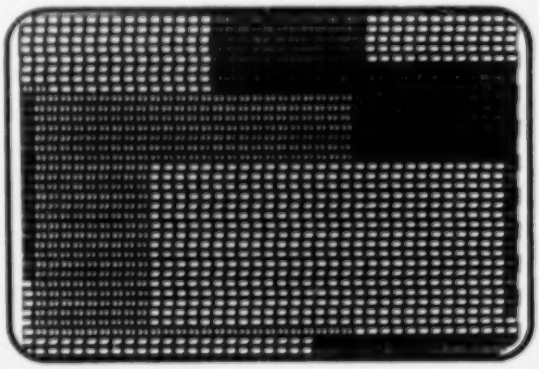
ACCESSION: 6946 BILLBOARD DISPLAY DEMO
GROUP: RATING: GOOD
SECTORS:3 BYTES: 768
CATEGORY: PROGRAMMING
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR:

This program is simple! A simple phrase crawls across the screen until the user stops it.

```
THIS IS AN EXAMPLE OF A  BILLBOARD

ARD DDISPLAY....THAT KEEPS REPEATI
```

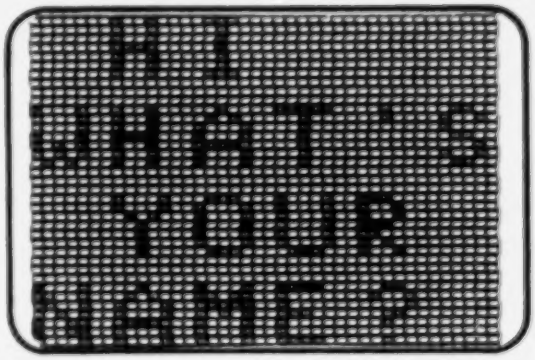
ACCESSION: 5962 BEEP SQUARES
GROUP: RATING: OK
SECTORS:2 BYTES: 512
CATEGORY: PROGRAMMING
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR:

The computer makes auditory "beeps" as each square is drawn.



ACCESSION: 5944 BIRTHDAY & MESSAGE GENERATOR
GROUP: RATING: OK
SECTORS:33 BYTES: 8448
CATEGORY: PROGRAMMING
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 05/01/78 REVIEW DATE: 06/23/86
AUTHOR: JOHN COOK

This program produces short messages in lo-res graphic letters on a colored screen. It has a "canned" message for birthday folks.



ACCESSION: 568 BASIC PROGRAMMING
GROUP:568 RATING: RECOMMENDED
SECTORS:179 BYTES: 45824
CATEGORY: PROGRAMMING
SUBCAT: TUTORIAL
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR: ROBERT M. KELLER

This program consists of four different programming lessons to help you learn how to program in Basic. Lessons cover line numbers, end statements, strings, variables, arithmetic operations, logical operators, ASCII string value, dimension, looping, subroutines, tab and vtab, graphics, color, text, hlin, plot, and many other subjects.

```
THIS PROGRAM CONSISTS OF FOUR DIFFERENT
LESSONS, THEY ARE:

     1.  BASIC PROGRAMMING 1

     2.  BASIC PROGRAMMING 2

     3.  BASIC PROGRAMMING 3

     4.  BASIC PROGRAMMING 4


CHOOSE ONE OF THE ABOVE, PRESS RETURN ?
```

ACCESSION: 573 CONVENTIONS
GROUP: RATING: RECOMMENDED
SECTORS:19 BYTES: 4864
CATEGORY: PROGRAMMING
SUBCAT: BASIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 09/01/79 REVIEW DATE: 07/05/86
AUTHOR: LEROY W. LARSON

San Francisco Apple Core. (Sept 79)
This program was designed to provide guidelines for anyone writing programs for the Apple Core library. It is also helpful for the beginning programmer to use for learning better programming techniques. For an expanded version, see TOP DOWN PROGRAMMING.

```
THIS LINE DOES THE FOLLOWING.

POKE-16368,0 CLEARS KEYBOARD STROBE.

CALL-936 CLEARS PAGE TO PRINT

AND RETURN WILL GO BACK TO PROGRAM.

THE END ROUTINE IS THE SAME EXCEPT

FOR PRINT ROUTINE IN PLACE OF RETURN.
```

ACCESSION: 5803 DEC-HEX
GROUP: RATING: OK
SECTORS:4 BYTES: 1024
CATEGORY: PROGRAMMING
SUBCAT: UTILITIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: ANDY HERTZFELD

This program converts integers into their hexadecimal equivalent.

```
DECIMAL TO HEX CONVERTER

ENTER AN INTEGER FROM -32767 TO 32767
AND I WILL PRINT ITS HEXADECIMAL (16
BIT, 2'S COMPLEMENT) EQUIVALENT.

HIT CONTROL-C TO EXIT
WHAT IS THE NUMBER IN DECIMAL?67

THE HEX EQUIVALENT IS 0043

WHAT IS THE NUMBER IN DECIMAL??
```

ACCESSION: 754 DIVERSI-DOS
GROUP:754 RATING: NOT RATED
SECTORS:472 BYTES: 120832
CATEGORY: PROGRAMMING
SUBCAT: PERSONAL DOMAIN
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: T FEE: T COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/83 REVIEW DATE: 07/16/86
AUTHOR: BILL BASHAM

The Diversi-DOS disk (version 4-C) is a commercial offering from Diversified Software Research. The disk is unlocked and offers you a modified DOS that speeds up disk access, a keyboard buffer program, a print buffer program, and a DOS-mover that puts Diversi-DOS on a RAM card. All the documentation is on the disk and is available when you boot it. DSR is trusting you to try out the program and if you want it to send them a check for $25.00.

```
1   INSTRUCTIONS
2 - PUT DIVERSI-DOS ONTO A DISK
3 - RUN A PROTECTED PROGRAM
4 - MAKE COPIES OF THIS DISK
5 - MODIFY BUFFER ROUTINES
6 - BSAVE BUFFER FILE
7 - BSAVE DDMOVER FILE
8 - BSAVE PATCH FILE
```

ACCESSION: 3176 FIND TEXT-TOKEN
GROUP:3176 RATING: NOT RATED
SECTORS:9 BYTES: 2304
CATEGORY: PROGRAMMING
SUBCAT: UTILITIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: ALAN G. HILL

This program appends lines to an integer basic program which can then be searched for a specified text string or token.

```
THIS PROGRAM WILL 'APPEND' ANOTHER BASIC
 PROGRAM (PROVIDED ITS LINE NUMBERS ARE
 <32762) AND WILL:

'FIND' A TEXT STRING OR BASIC TOKEN
AND LIST ALL THE LINES CONTAINING
THE TEXT OR TOKEN
E.G.  FIND? SCORE
      FIND? @51

THE FIRST EX. WILL FIND
THE STRING 'SCORE'

THE SECOND EX. WILL FIND
 A $51 BYTE ('END' TOKEN)
```

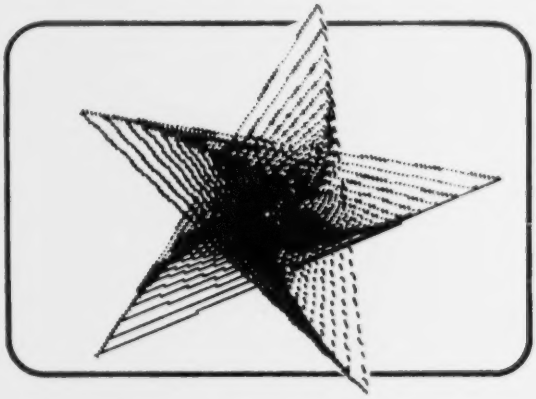
ACCESSION: 3178 INTEGER RENUMBER
GROUP: RATING: NOT RATED
SECTORS:10 BYTES: 2560
CATEGORY: PROGRAMMING
SUBCAT: UTILITIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 09/01/80 REVIEW DATE: 06/24/86
AUTHOR: CRAIG A. MILLS

This program is used to 'renumber' an integer program. It has options to renumber part or all of a program and to specify line increments.

```
AFTER THE PROGRAM HAS 'LOADED' THE
CURSOR WILL BE ON THE FIRST OF FIVE
LINES WHICH MUST BE RESPONDED TO:

RENUMBER              RENUMBER
ENTIRE                PART OF
FILE                  A FILE
--------              --------

CLR (CR)              CLR (CR)

START=# (CR)          START=# (CR)

STEP=# (CR)           STEP=# (CR)
```

ACCESSION: 5953 HR BIORYTHM
GROUP: RATING: RECOMMENDED
SECTORS:22 BYTES: 5632
CATEGORY: PROGRAMMING
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEY/PADDLE
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

These programs are graphics demos. Choices are doily doodle, paddle doodle (which uses both paddles), biorhythm, and super spiral.



ACCESSION: 5951 HIRES ENDING
GROUP: RATING: OK
SECTORS:2 BYTES: 512
CATEGORY: PROGRAMMING
SUBCAT: BASIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/10/86
AUTHOR:

A basic subroutine to exit a program.

```
LIST
9900 CALL -936
9910 VTAB 23: PRINT "*** PRESS ANY
     Y TO END ***"
9920 IF PEEK (-16384)<128 THEN 9920

9930 POKE -16368,0
9940 POKE -16298,0: POKE -16300,
     0: TEXT : CALL -936
9999 END
```

ACCESSION: 3102 M/L TUTORIAL
GROUP:3102 RATING: GOOD
SECTORS:110 BYTES: 28160
CATEGORY: PROGRAMMING
SUBCAT: TUTORIAL
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR: TOM O'BRIEN

This program provides a general introduction to machine language programming. RUN M/L TUTORIAL to read this text.

LESSON 5 : THE 6502 PROCESSOR

Let's now examine different parts o
f the anatomy of the 6502
microprocessor. We will talk about the
Accumuator, Index
Register X, Index Register Y, Program Co
unter, Stack Pointer, and
the Processor Status Register P.

If we were to talk about the APPLE
II as a large postoffice,
then the address of a memory location wo
uld be like the number of
a postoffice box. For example, we say th

ACCESSION: 4936 MUSIC GEE
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: PROGRAMMING
SUBCAT: MUSIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program plays a short song. There are no graphics.

?

ACCESSION: 4937 MUSIC IN IB
GROUP: RATING: RECOMMENDED
SECTORS:23 BYTES: 5888
CATEGORY: PROGRAMMING
SUBCAT: MUSIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: RALPH CONRAD

This program may need a programmer's aid #1 in your Apple, but it worked fine on an enchanced //e. This program will help you select the proper values for pitch, time and timbre to add musical tones to your integer programs.

NOW PRESS SPACE TO PLAY THAT TUNE

NOTE	PITCH	TIME	TIMBRE
1	30	90	64
2	30	90	32
3	34	90	32
4	45	80	8
5	23	100	2
6	50	125	16
7	40	90	16

ACCESSION: 4942 MUSIC START
GROUP: RATING: RECOMMENDED
SECTORS:4 BYTES: 1024
CATEGORY: PROGRAMMING
SUBCAT: MUSIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR:

A great musical introduction to use as a subroutine in your programs. No screen display.

?

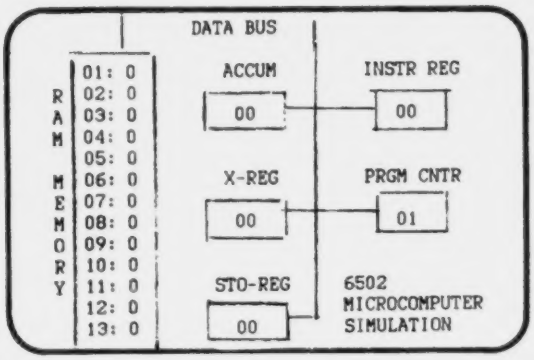
ACCESSION: 4064 PAUSE (WORKING) ROUTINE
GROUP: RATING: GOOD
SECTORS:3 BYTES: 768
CATEGORY: PROGRAMMING
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR:

This is a short subroutine that places "working" on the screen while a program is being loaded into memory. When the program has finished loading, the phrase "DONE! THANK GOD!" appears on the screen. LOAD, LIST and modify to change the language to your needs or liking.

```
WORKING

DONE! THANK GOD!

]?
```

ACCESSION: 576 MICRO 6502 SIMULATION
GROUP:576 RATING: RECOMMENDED
SECTORS:46 BYTES: 11776
CATEGORY: PROGRAMMING
SUBCAT: SIMULATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: S.A. BAKER

With thanks to Don Williams.
This is a simulation of how the 6502 micro processor works.



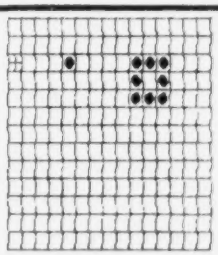
ACCESSION: 5817 SIMULATOR TUTORIAL
GROUP: RATING: GOOD
SECTORS:51 BYTES: 13056
CATEGORY: PROGRAMMING
SUBCAT: TUTORIAL
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: BRUCE TOGNAZZINI

This program is a tutorial of super-high frequency multi-tones and mini-assembler. Selections include (1) invoke multi-tone genie, (2) conquer fear of monitors, and (3) end.

```
*********************************

WE ARE GOING TO WRITE A MACHINE
LANGUAGE PROGRAM USING THE BUILT-
IN MINI-ASSEMBLER.  TO DO SO, WE
MUST FIRST GO INTO THE MONITOR BY
PRESSING THE "RESET" KEY....

(WATCH BELOW AND PRESS SPACE BAR)*

*PRESS "ESC" TO RETURN TO MENU****
```

ACCESSION: 3322 SHAPE OMNI
GROUP: RATING: RECOMMENDED
SECTORS:22 BYTES: 5632
CATEGORY: PROGRAMMING
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/80 REVIEW DATE: 06/23/86
AUTHOR: P. COOK

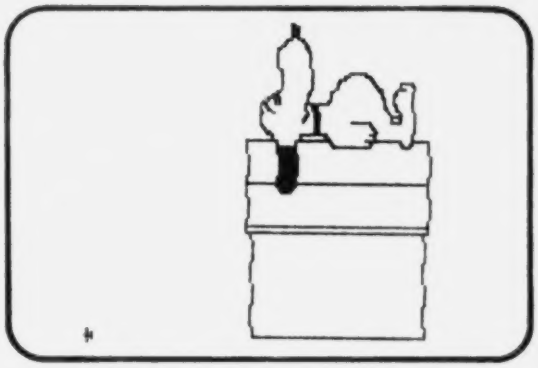
Adapted from J. Figuera, Micro Magazine, Dec 1979.
This program permits you to create and save shapes using the keyboard. An Illegal quantity error in line 3170 crashed the program when Q-QUIT was selected.



```
MOVE CURSOR WITH KEYS
  L=LEFT  R=RIGHT  U=UP  D=DOWN
  P=PLOT  E=ERASE  Q=QUIT
```

ACCESSION: 3184 SKYWRITER (INSTRUCTIONS)
GROUP:3184 RATING: RECOMMENDED
SECTORS:44 BYTES: 11264
CATEGORY: PROGRAMMING
SUBCAT: ART
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR: PAUL STADFELD

A drawing routine that uses vectors to do the plotting. The SKYWRITER is a hi-res airplane that draws by making a trail of smoke as it flies across the screen. See the program for more information and for a series of examples.



ACCESSION: 4950 SOUND ROUTINE
GROUP: RATING: GOOD
SECTORS:3 BYTES: 768
CATEGORY: PROGRAMMING
SUBCAT: MUSIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: GENE JACKSON

This is a program where you enter pitch and duration values and listen. Use control+reset to exit the program.

```
]

]

]

]

]RUN
PITCH,DURATION?80,150
PITCH,DURATION?
```

ACCESSION: 5956 STORE WINDOW DISPLAY
GROUP: RATING: OK
SECTORS:4 BYTES: 1024
CATEGORY: PROGRAMMING
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This program allows you to input words and then watch them as they scramble around the screen. This is an example of how to move words around. To avoid a STR OVFL ERR, input one word, up to 9 characters long, press return and then enter the second word. You will be prompted to input 3 words on the first line, 2 words in the middle and 3 more words on the bottom line.

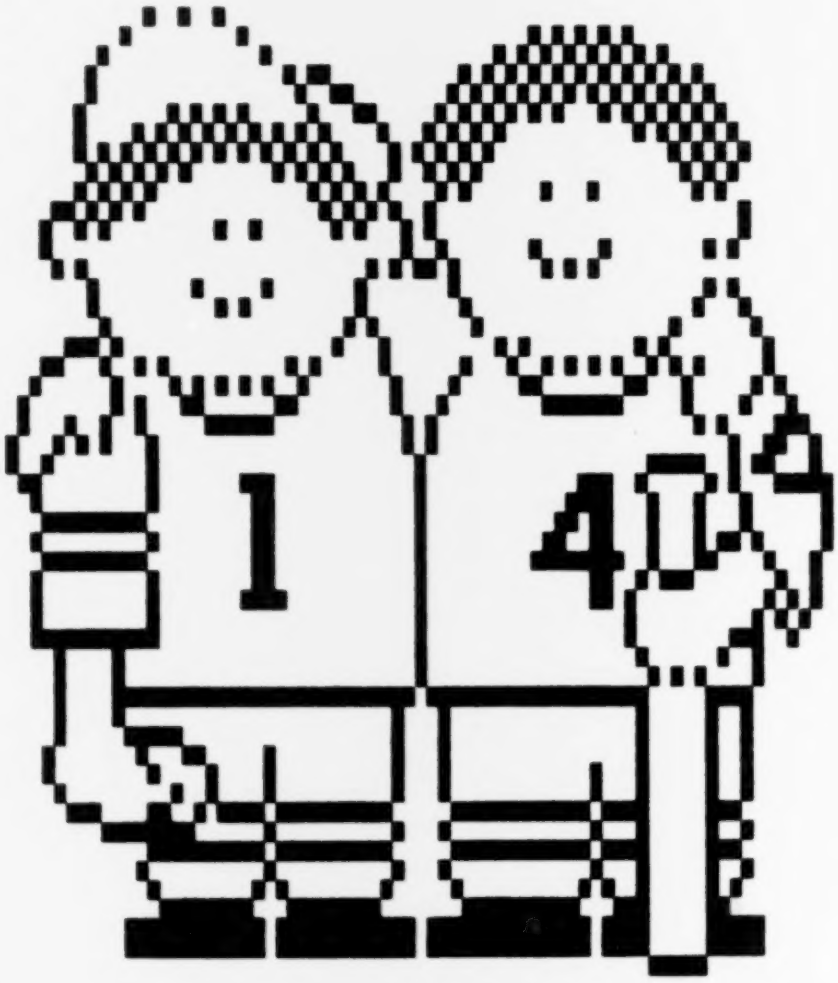
```
NOW FUN CHEAP

OWNER   BY

SALEFOR SOFTWARE
```

ACCESSION: 583 TOP DOWN PROGRAMMING
GROUP: RATING: RECOMMENDED
SECTORS:26 BYTES: 6656
CATEGORY: PROGRAMMING
SUBCAT: BASIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/05/86
AUTHOR: LeROY W. LARSON

This program provides guidelines for all who wish to write programs for the Apple Core library and for the beginning programmer to use for learning better programming techniques. For a condensed version, see CONVENTIONS.

```
200 REM  * * INITIALIZE * *
300 REM  * * TITLE PAGE * *
400 REM  * * MAIN PROGRAM * *
900 REM  * * SUB GROUPS * *
4000 REM  * * DATA LOCATION * *
5000 REM  * END DOCUMENTATION *
```

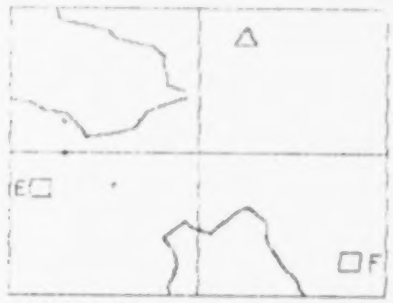
GAMES



HOBBIES

ACCESSION: 9100 AWACS
GROUP:9100 RATING: OK
SECTORS:37 BYTES: 9472
CATEGORY: GAME-TEXT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 05/01/82 REVIEW DATE: 06/16/86
AUTHOR: JOHN HITCHCOCK

A hi-res game. You command a fleet of planes and must defend your base from enemy fighter planes. When an aircraft is low on fuel a beep sounds. Documentation included on disk.
Language level: High.



COMMAND = 38

ACCESSION: 9102 D&D MAGIC ITEMS
GROUP: RATING: NOT RATED
SECTORS:104 BYTES: 26624
CATEGORY: GAME-TEXT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: GARY GYGAX

A game utility for Dungeons & Dragons. This program will do all the tedious dice rolling and page-flipping work for the D&D game master that is needed to stock a lair with magic items. Most of the data consists of the classical items in "Greyhawk", but many are inventions which should add something to any game.

```
AVAILABLE CATEGORIES:

1:  SWORDS
2:  ARMOR
3:  MISCELLANEOUS WEAPONS
4:  POTIONS
5:  SCROLLS
6:  RINGS
7:  WANDS/STAVES
8:  MISCELLANEOUS MAGIC
9:  MAPS
0:  WEAPON POWERS
<ESC>:  RETURN TO MENU

WHICH TABLE WOULD YOU LIKE TO SEE?
```

ACCESSION: 9037 DOG STAR
GROUP:9037 RATING: OK
SECTORS:91 BYTES: 23296
CATEGORY: GAME-TEXT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/01/79 REVIEW DATE: 06/16/86
AUTHOR: LANCE MIKLUS

Translated for Apple II by Murray Summers. Help Princess Leya escape from General Doom and his soldiers. A space adventure.

```
I'M IN THE COCKPIT OF MY SPACESHIP.
A LARGE RED BUTTON SAYS:

     >>PRESS TO BLAST OFF<<

   OBVIOUS DIRECTIONS ARE:
SOUTH

WHAT SHOULD I DO?PRESS BUTTON

NOTHING HAPPENED

WHAT SHOULD I DO?HELP

I WONDER IF WE HAVE ENOUGH FUEL?
```

ACCESSION: 9041 SUPER STAR TREK
GROUP: RATING: GOOD
SECTORS:86 BYTES: 22016
CATEGORY: GAME-TEXT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/76 REVIEW DATE: 06/06/86
AUTHOR: TOM LUCAS

As the commander of the USS Enterprise you must range the galaxy to destroy the deadly Klingons.

```
 *

                          *   *



        <*>       *
---------------------------------
STARDATE 2501   CONDITION GREEN
QUADRANT 8,4  SECTOR 8,3
TOTAL ENERGY 2950  TORPEDOES 10
SHIELDS 0
COMMANDLRS
LONG RANGE SENSOR SCAN FOR QUADRANT8,4
```

ACCESSION: 9115 WIZARD'S CASTLE
GROUP:9115 RATING: RECOMMENDED
SECTORS:110 BYTES: 28160
CATEGORY: GAME-TEXT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 08/01/80 REVIEW DATE: 06/16/86
AUTHOR: FRANK ROSS

Print out the included documentation on this program and you are ready to go through the wizard's castle. You can choose what type of character you are and where you get to explore. A very good text game.
Language Level: High.

```
THERE ARE TWELVE TYPES OF MONSTERS
IN THE CASTLE:

1.  KOBOLD        7.  BEAR
2.  ORC           8.  MINOTAUR
3.  WOLF          9.  GARGOYLE
4.  GOBLIN       10.  CHIMERA
5.  OGRE         11.  BALROG
6.  TROLL        12.  DRAGON

PLEASE NOTE THAT EACH TIME YOU HIT A
GARGOYLE OR DRAGON THERE IS A CHANCE
YOUR WEAPON WILL BREAK.
```

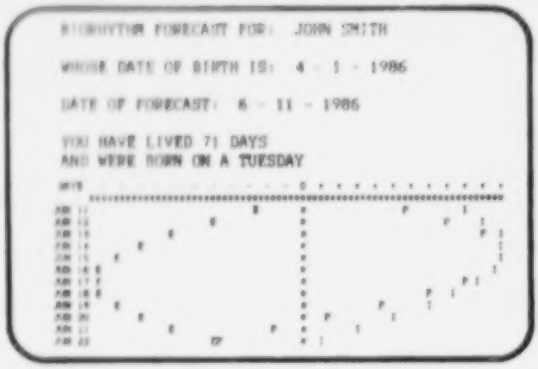
ACCESSION: 1090 GEORGE'S MORSE CODE
GROUP: RATING: GOOD
SECTORS:9 BYTES: 2304
CATEGORY: MORSE CODE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program produces an auditory morse code as you type on the keyboard.

```
THIS PROGRAM WILL OUTPUT MORSE CODE

FROM THE APPLE SPEAKER FOR EACH

LETTER OR NUMERAL TYPED.

PUNCTUATION SYMBOLS NOT ACCOMODATED !

SPEED ?   4 FOR FAST TO 30 FOR SLOW....4

THIS PROGRAM GIVES THE MORSE CODE FOR
EACH LETTER AS YOU TYPE IT.  THE SLOWER
THE SPEED YOU CHOOSE, THE SLOWER YOU
MUST TYPE IN ORDER FOR THE APPLE TO KEEP
UP WITH YOU.
```

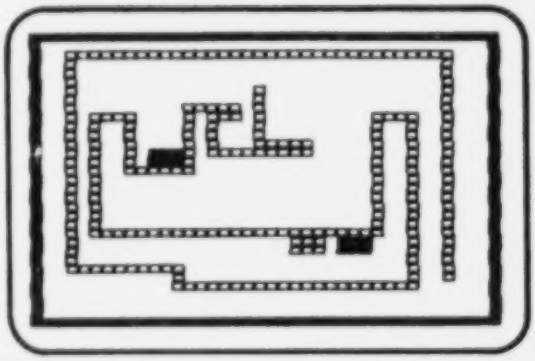
ACCESSION: 3174 BIORHYTHM (PRINTER)
GROUP: RATING: RECOMMENDED
SECTORS:22 BYTES: 5632
CATEGORY: BIORHYTHM
SUBCAT: HOBBY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

An old favorite with a nice printer format. Without restarting, an internal menu permits the user to run several different people for the same 45 day projection period or several different 45 day projections for the same person or combinations.



ACCESSION: 10064 INTERCEPT
GROUP: RATING: RECOMMENDED
SECTORS:22 BYTES: 5632
CATEGORY: GAME
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/78 REVIEW DATE: 06/23/86
AUTHOR: JO AND CHARLIE KELLNER

Intercept is a dynamic chase game. The object of the game is to accumulate points by intercepting the color blocks as they appear at random on the playing field. Scoring is determined by the color of the block you intercept. The gray blocks have a variable value, and may at times decrease your score. A run is ended when your line hits either the border or itself, so be sure not to cut yourself off.

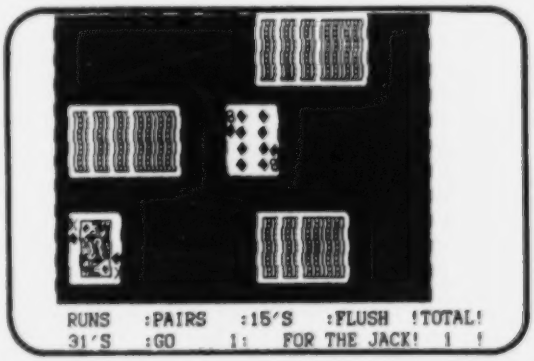


ACCESSION: 953 BLACKJACK
GROUP: RATING: GOOD
SECTORS:51 BYTES: 13056
CATEGORY: CARD GAME
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: LARRY FREEMAN

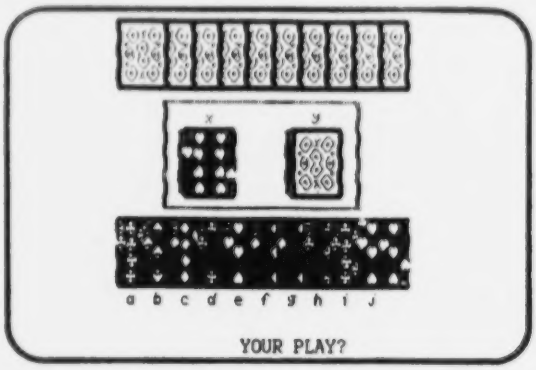
Co-author Jim Wilkins.
The object of the game is to get closer to 21 than the dealer without going over 21. The program keeps score. Documentation included.

ACCESSION: 4101 CRIBBAGE
GROUP: RATING: NOT RATED
SECTORS:62 BYTES: 15872
CATEGORY: CARD GAME
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

The Apple plays an aggresive game of cribbage with you. This game was not rated because the evaluator does not know how to play.

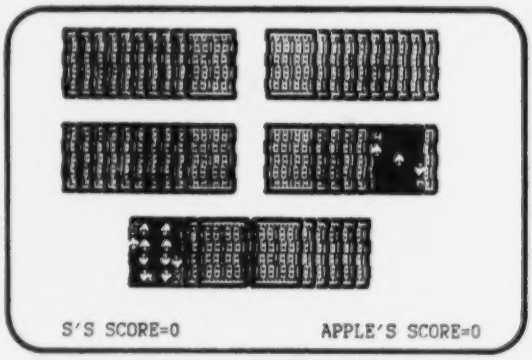


ACCESSION: 9022 GIN RUMMY
GROUP:9022 RATING: GOOD
SECTORS:80 BYTES: 20480
CATEGORY: CARD GAME
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR: JIM HILGER



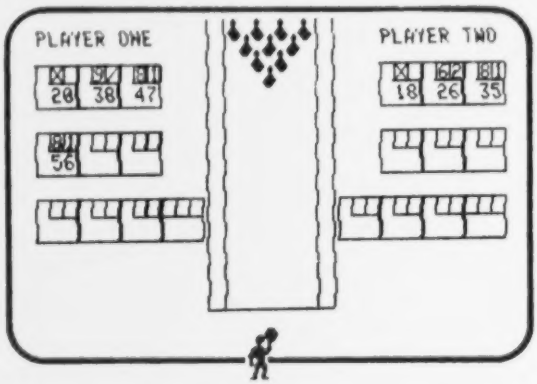
A computerized version of gin rummy that follows the rules of Hoyle's Book of Games. You can rearrange your hand for ease of play and the program automatically writes a two sector text file when you finish a hand so that you can come back later and start where you left off. The computer asks - Have we played before? Answer N or the program crashes.

ACCESSION: 4099 CONCENTRATION
GROUP: RATING: RECOMMENDED
SECTORS:55 BYTES: 14080
CATEGORY: CARD GAME
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: JOYSTICK/PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: MICHAEL BRYAN



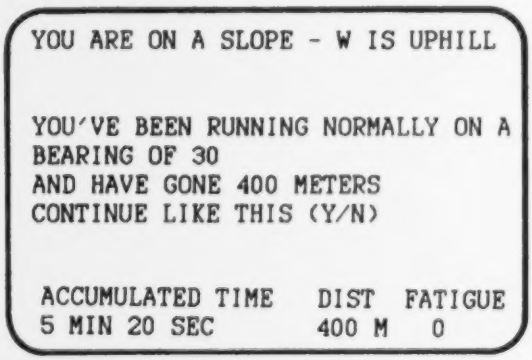
In this card game the cards are numbered 1 to 52. A player picks two card numbers. If the card face values match, the player scores a point and gets another card pick. The first player to score 14 points wins the game. Write down the card and numbers when you play.

ACCESSION: 9017 APPLE-STAR BOWLING
GROUP:9017 RATING: RECOMMENDED
SECTORS:60 BYTES: 15360
CATEGORY: PHYSICAL EDUCATION
SUBCAT: HOBBY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: JIM HILGER



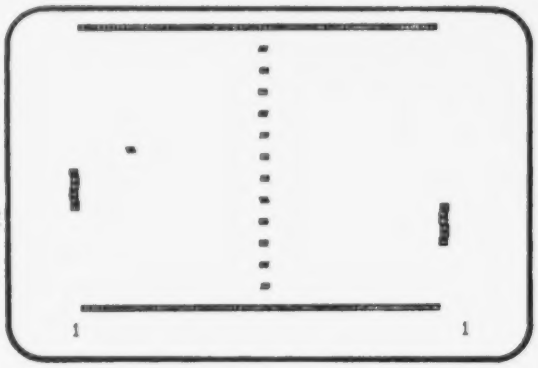
The graphics are impressive and the score keeping is outstanding. This program gives a real feeling of being at an alley. It uses right and left arrow keys to position the bowler.
Level: 6 to adult.

ACCESSION: 8476 ORIENTEERING
GROUP: RATING: OK
SECTORS:62 BYTES: 15872
CATEGORY: PHYSICAL EDUCATION
SUBCAT: SIMULATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/80 REVIEW DATE: 07/16/86
AUTHOR: ROBERT WHITE



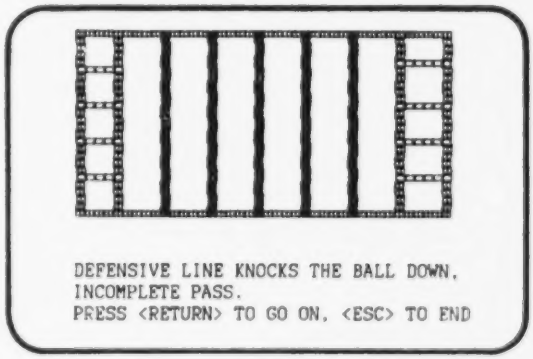
Original by Michael A. O'keefe.
This program looks like a running x,y coordinate game that uses slopes, fatigue error and distance. There is no documentation. Load and list the program for the little information it does give.

ACCESSION: 9007 TENNIS
GROUP: RATING: RECOMMENDED
SECTORS:6 BYTES: 1536
CATEGORY: PHYSICAL EDUCATION
SUBCAT: EYE-HAND COORDINATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: JOYSTICK/PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR:



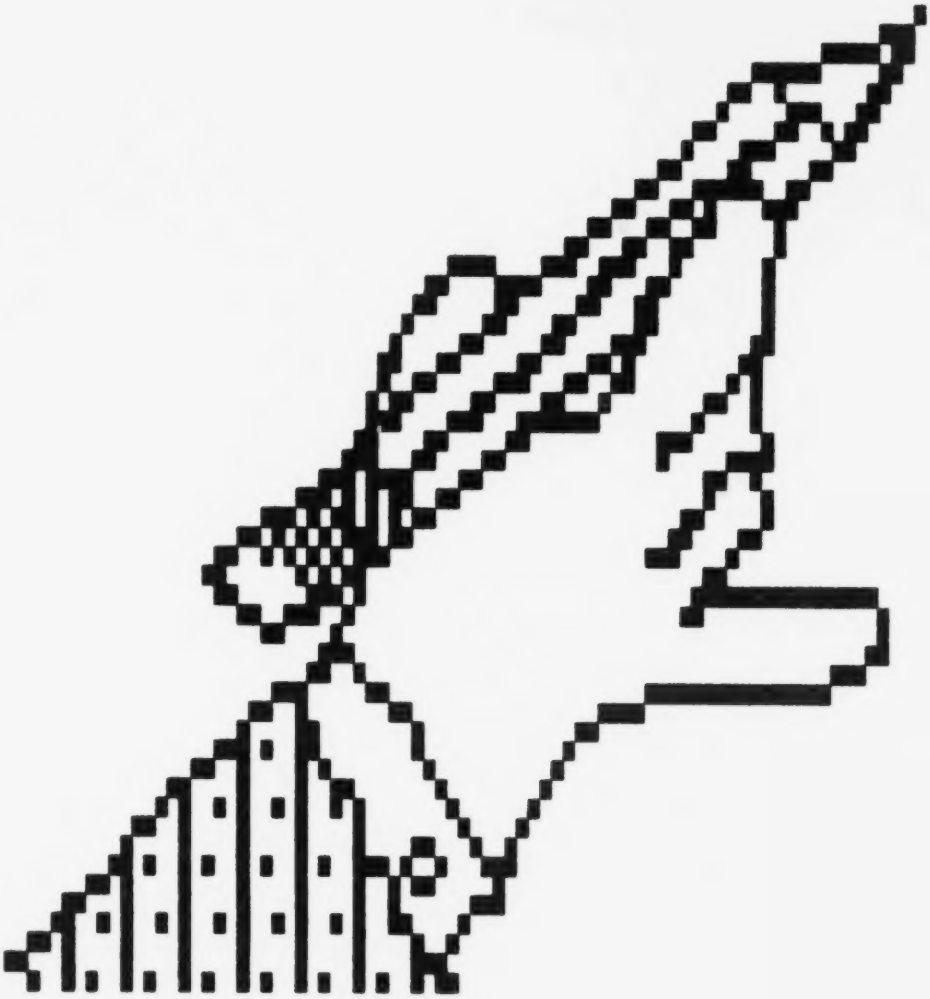
In this game two players can play until eleven points are scored to win. This game is more like handball since the walls are played.

ACCESSION: 9759 FOOTBALL
GROUP: RATING: GOOD
SECTORS:43 BYTES: 11008
CATEGORY: PHYSICAL EDUCATION
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 12/27/81 REVIEW DATE: 06/24/86
AUTHOR: RANDY COEN



This game is designed to simulate a football game. The main purpose of the game is to teach you about offenses and defenses. Through the game you will be able to see how different plays work in different situations. This game is in scale and is somewhat smaller than a regular field, but the plays are life-like in their creation.

LANGUAGE



ARTS

ACCESSION: 1299 A & AN
GROUP: RATING: GOOD
SECTORS:21 BYTES: 5376
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 11/01/79 REVIEW DATE: 06/19/86
AUTHOR: GLENN FISHER

In this program the student selects 'a' or 'an' to complete random sentences. The program needs to be restarted for each student in order to show only the current student's score. Change vocabulary in line 1210 to suit your needs.

```
    SHE HAD  A  COMPUTER.
<XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
    A OR AN?A
*********SUPER!********* BILL

BILL'S SCORE IS 3 OUT OF 3
OR 100 PERCENT.
FOR THE NEXT BRAIN-BOUNCING PROBLEM
PRESS THE <RETURN> KEY
OR PRESS <ESC> KEY TO END ==>
```

ACCESSION: 10060 ABC+CAPITALS
GROUP:10060 RATING: RECOMMENDED
SECTORS:300 BYTES: 68352
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

This disk contains 26 files that allow you to practice alphabetizing words, review rules related to capital letters and practice your spelling. Included are teacher test maker files that allow you to make your own tests that are called by the word order and spelling programs.

```
    Welcome to CAPITALS.

Do you want
1)  the instructions
2)  beginning of sentences
3)  proper nouns
4)  calendar terms & holidays
5)  the pronoun 'I'
6)  personal titles and ranks
7)  END
```

ACCESSION: 8573 ALPHABET ANTICS
GROUP: RATING: RECOMMENDED
SECTORS:27 BYTES: 6912
CATEGORY: LANGUAGE ARTS
SUBCAT: ALPHABET
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/04/82 REVIEW DATE: 06/19/86
AUTHOR: H. BURKE

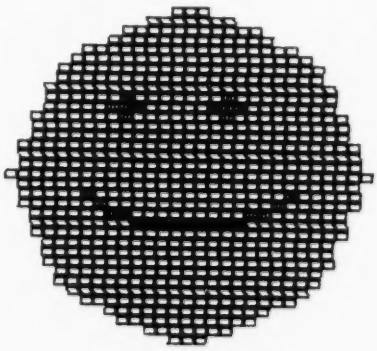
This program teaches alphabet recognition through letter matching, three letter sequence, and which letter comes before and after a given letter. The "cutesy" graphics detract from this program, but it is a good learning tool.
Level: Primary grades.

```
S ^ U

LETTER?  T


NICE WORK, BILL!
```

ACCESSION: 236 ALPHABET & SOUND
GROUP: RATING: GOOD
SECTORS:26 BYTES: 6656
CATEGORY: LANGUAGE ARTS
SUBCAT: ALPHABET
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

The alphabet is presented on the screen for the preschooler to review with the teacher. Directions are presented on screen for the teacher and the student. The alphabet is shown again with missing letters for the student to fill in. This program plays the A B C song.

```
A B C D E F G H I J K L M

N O P Q R S T U V W X Y Z
-------------------------------------
      YOU FILL IN THE BLANKS

A B C D - F G H I J K L M

N - P Q R S T U V W X Y Z
PRESS NEXT LETTER
```



ACCESSION: 9817 DAYS MENU
GROUP:9817 RATING: RECOMMENDED
SECTORS:88 BYTES: 22528
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

These three games ask the student to name the day before or after a given day, and to put the days of the week in order by using a game paddle.
Level: Primary grades.

```
MENU

1. Days of the Week
2. Put days in order
3. Yesterday,Today,
      Tomorrow
4. To leave

Type a number ■
```

ACCESSION: 9034 ADVENTURE
GROUP: RATING: OK
SECTORS:24 BYTES: 6144
CATEGORY: LANGUAGE ARTS
SUBCAT: GAME-TEXT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

An introductory text adventure game. Explore a deep and mysterious cave, but watch out for the unexpected! While it has a limited number of treasures and hazards it serves as a good introduction. LOAD and LIST 9100 through 9999 for commands. Type 'QUIT' to exit this game.

```
EXPLORE A DEEP AND MYSTERIOUS CAVE, BUT
WATCH OUT
FOR THE UNEXPECTED!

ENTER COMMANDS SUCH AS -
 NORTH,UP,IN,GET,DROP,LIGHT,HELP,SCORE,Q
UIT

****************************************

YOU ARE AT A NARROW CRACK IN SOME ROCKS
A SIGN SAYS 'THIS WAY IN'

AN OIL LAMP IS ON THE GROUND.
```

ACCESSION: 9831 CH-SH SOUNDS
GROUP:9831 RATING: RECOMMENDED
SECTORS:147 BYTES: 37632
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/16/86
AUTHOR:

The student is shown a picture and three words and is asked to match the correct spelling to the picture. A second program shows a picture and asks the student to type in the final sound, either "ch" or "sh". There is a 'hidden' report program that keeps track of the students and their responses.

Find the correct spelling
9.

1. shep
2. ship
3. chip

ACCESSION: 7492 CINQUAIN
GROUP: RATING: RECOMMENDED
SECTORS:15 BYTES: 3840
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/13/80 REVIEW DATE: 06/22/86
AUTHOR: DOREAN BARNES

This program will help you to create Cinquain poems (poems that have only 5 lines). You select your favorite season for the title and two words to describe it for line two. Line three needs three words that describe something that happens in Spring. Line four is a feeling in four words and line five needs one word to refer to your season.
Applesoft 16K.

JUDITH, HERE IS YOUR CINQUAIN:

SPRING

FLOWERS BLOOMING

BUDS BURST OPEN

FRESH BOUNCY JOYFUL NEW

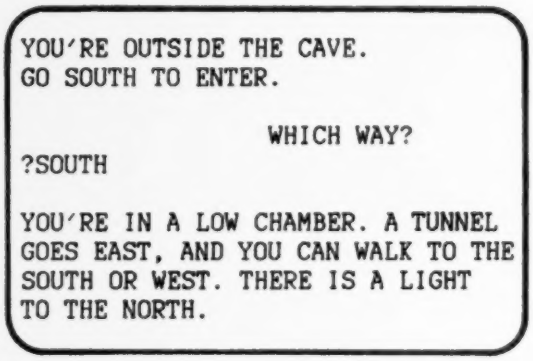
FANTASTIC

ACCESSION: 9036 COLOR WUMPUS
GROUP: RATING: OK
SECTORS:42 BYTES: 10752
CATEGORY: LANGUAGE ARTS
SUBCAT: GAME-TEXT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/26/86
AUTHOR:

Explore a 20 room cave infested with super bats, bottomless pits and the Wumpus itself. This is a text game but includes several graphic screens at key points.

ACCESSION: 8490 QUEST
GROUP: RATING: OK
SECTORS:54 BYTES: 13824
CATEGORY: LANGUAGE ARTS
SUBCAT: GAME-TEXT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 06/11/86
AUTHOR: RODGER CHAFFEE

Adapted to Apple II from the 07/79 issue of Byte, by Gary R. Carr.
In this text game, the player goes through a cave looking for lost pirate treasure that may or may not be hidden inside. Load and list this program and read the REM statements for additional information. Use <control> + <reset> to exit the game.



ACCESSION: 7493 CRYPTOGRAM
GROUP: RATING: GOOD
SECTORS:38 BYTES: 9728
CATEGORY: LANGUAGE ARTS
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/81 REVIEW DATE: 06/17/86
AUTHOR:

This is a cryptogram program where you can either enter a sentence to be encoded or decode one of the sample problems in the program. It's fun to put in your own sentences. Keep them simple.
8K Integer.

```
AWZX NEJH ZE QT QEQ (QXO)



ABCDEFGHIJKLMNOPQRSTUVWXYZ
***O** * *** N*M** ** H*

---H -O-- -O M- MOM (MHN)
```

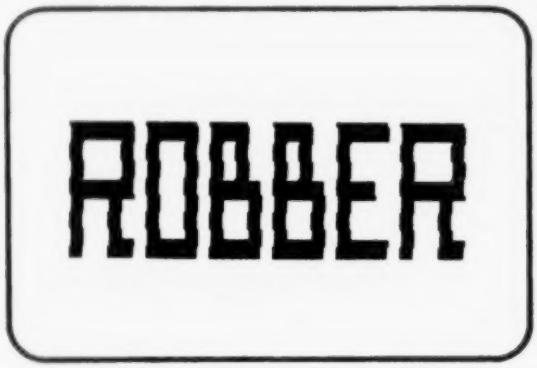
ACCESSION: 9039 INSPECTOR CLEW-SO
GROUP: RATING: GOOD
SECTORS:20 BYTES: 5120
CATEGORY: LANGUAGE ARTS
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 02/01/79 REVIEW DATE: 05/26/86
AUTHOR: RON CARLSON

Adapted by Donald Brown.
One of five house guests has murdered the host. As Inspector Clew-So, your job is to identify the guilty person, the time and the room. This is similar to the board game CLUE.

```
HOUSE DIAGRAM-- O (WINDOWS)     SUSPECTS
!---------------------------!
!         !       O GARAGE  !     BILL
!         O TROPHY!         !     MARY
! DINING  !---!- -! --      !     PAUL
!                   !------!     SUZY
!--O----------!     -!      !     JOHN
!                            !--!
!             !- ------         !
! LIVING   ---!      !         !
!--        !         O LOUNGE  !
  !        O  ATRIUM !     ----!
  !--------!---------!-----!
  INSPECTOR CLEW-SO, WHO DO YOU WANT TO
    QUESTION? ?
```

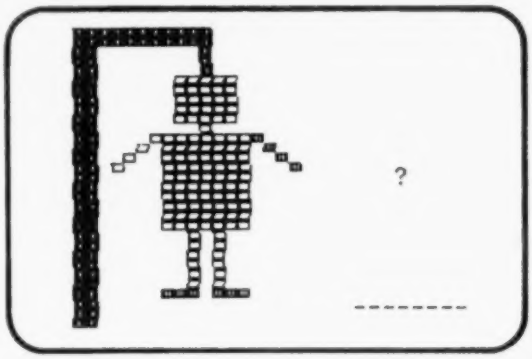
ACCESSION: 1088 FLASH SPELLING
GROUP: RATING: GOOD
SECTORS:28 BYTES: 7168
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

A word is flashed on the screen for the student to see. Then the student is asked to spell the word back to the Apple. You can change the speed at which the words are presented to the student and you can also change the vocabulary. Load, list and modify the program for your needs. Remember to SAVE the new version.



ACCESSION: 9023 HANGMAN
GROUP: RATING: GOOD
SECTORS:14 BYTES: 3584
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 07/20/80 REVIEW DATE: 05/26/86
AUTHOR: JEFF MASON

A lo-res version of the standard word-guessing game with a fifty word vocabulary. It's a good idea to keep a list of the letters guessed on a scrap of paper since the computer doesn't keep track. Also, pieces of the man's body are removed with wrong letter guesses. This program can be easily modified with your own words.

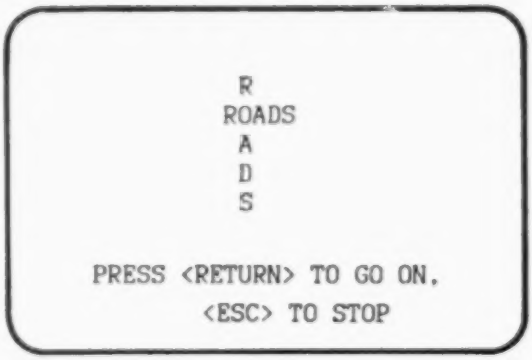


ACCESSION: 9774 GIANT TYPEWRITER
GROUP:9774 RATING: RECOMMENDED
SECTORS:40 BYTES: 10240
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/79 REVIEW DATE: 06/22/86
AUTHOR:

Now you can type in large, colorful lo-res letters! This selection features four programs in one. The user can choose from alphabet soup, messages, alphabet in random colors, or giant typewriter where the color of the letters can be chosen.

ACCESSION: 9764 IQ TEST
GROUP: RATING: OK
SECTORS:19 BYTES: 4864
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/03/86
AUTHOR: ARTHUR WELLS, JR

Co-author Earl Keyser, Jr.
A program of word puzzles. Try to guess what the phrases mean. Unfortunately, the correct answers are not provided. This is similar to playing charades with a computer.



ACCESSION: 8586 LOGIC PRACTICE
GROUP: RATING: RECOMMENDED
SECTORS:60 BYTES: 15360
CATEGORY: LANGUAGE ARTS
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: DOLORES LETENDRE

This program is designed for practice in logic and relevancy skills in reading. It includes drills on either/or, if/then, and subgrouping.

```
JENNY WILL EITHER JOIN THE GIRL'S CRAFT
OR PLAY ON THE SOFTBALL TEAM.  SHE MADE
SIX HOMERUNS.

A.  SHE PLAYED ON THE SOFTBALL TEAM

B.  SHE DIDN'T JOIN THE SCOUTS

C.  JENNY WAS TOO OLD FOR THE GIRL'S
    CLUB

D.  DON'T KNOW

YEAH! GOOD CHOICE, BILL
```

ACCESSION: 1147 THAT'S RIGHT
GROUP: RATING: RECOMMENDED
SECTORS:34 BYTES: 8704
CATEGORY: LANGUAGE ARTS
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 05/01/86 REVIEW DATE: 06/22/86
AUTHOR: JEFF MASON

A text quiz that presents a series of 10 questions. Five possible answers are displayed and the student is asked to pick out the correct one. The program gives an explanation (and little known facts) on all answers.
Level: High school to adult.

```
============ THAT'S RIGHT ============

[A] THE BANK OF ENGLAND IS NOT IN LONDON
[B] IN SUMMER IN NY THE DAYS GROW LONGER
[C] THE BIBLE SAYS JONAH WAS SWALLOWED
    BY A WHALE
[D] THE SUN ALWAYS RISES IN THE EAST
[E] A SQUARE IS A RECTANGLE

ENTER THE LETTER OF THE TRUE STATEMENT

************* THAT'S RIGHT *************

A SQUARE IS A RECTANGLE WITH EQUAL SIDES
```

ACCESSION: 4124 MADLIB
GROUP: RATING: GOOD
SECTORS:60 BYTES: 15360
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 06/01/78 REVIEW DATE: 06/24/86
AUTHOR: BOB HEARN

This 'game' creates a nonsense story by asking for a series of nouns, verbs, adjectives, adverbs, etc., and randomly inserting them into a pre-written text.

```
OKAY, HERE'S THE MENU:

1.  "TARZAN"
2.  "GEORGE WASHINGTON"
3.  "WHAT TO DO WHEN YOU HAVE A COLD"
4.  "PLANNING A TRIP TO MARS"
5.  "DOGS"
6.  "E.S.P."
7.  "VOODOO"
8.  "GHOSTS"
9.  END PROGRAM

WHICH ONE (NUMBER) ??
```

ACCESSION: 5954 MEMORY AID
GROUP: RATING: GOOD
SECTORS:9 BYTES: 2304
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

Enter your own phrase, sentence or paragraph and then let the computer quiz you on the data. The student can look at the phrase, say the phrase a word at a time, let the computer prompt him, or let the computer leave out various parts of the phrase for the student to fill in. This CLOZE feature is my favorite. If someone added the ability to read/write/save files, this would be a really good program.

```
WHAT SHALL WE DO?

  1-LOOK AT THE VERSE.
  2-SAY THE VERSE A WORD AT A TIME
  3-LET THE COMPUTER PROMPT ME
  4-LEAVE OUT PART OF THE VERSE
  5-LEAVE OUT MORE OF THE VERSE
  6-LEAVE OUT MOST OF THE VERSE
  7-START OVER

??
```

ACCESSION: 9830 PAST AND PRESENT
GROUP: RATING: RECOMMENDED
SECTORS:31 BYTES: 7936
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

The student is given two sentences. If the verb in the first sentence is in present tense, he must answer in past tense and vice versa. The student is given two chances to type in the correct answer before the correct answer is given.
32K Applesoft.

```
PAST TENSE

THE MOTHER RACCOON FOUGHT FOR HER
BABIES.
 PRESENT TENSE

THE BOXERS --- THREE TIMES A MONTH.
TYPE THE  PRESENT  TENSE VERB: FIGHT

          THAT'S RIGHT!
```

ACCESSION: 9829 PAST TENSE
GROUP: RATING: RECOMMENDED
SECTORS:24 BYTES: 6144
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

Given a sentence, the student completes a second different sentence with the past tense verb from the first sentence. The student is given two chances to type in the correct verb before the computer gives the correct answer.
16K Applesoft.

```
 PRESENT TENSE

MY UNCLE DRIVES A TRUCK.
 PAST TENSE

MARTY --- TO CHAMPAIGN.

ENTER THE VERB'S PAST TENSE:

DROVE        THAT'S RIGHT!
```

ACCESSION: 7499 PET PIT PAT POT
GROUP: RATING: GOOD
SECTORS:16 BYTES: 4096
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR: KEITH ROLLIN

This program gives a definition of a word beginning with the prefixes pet, pit, pat, or pot. The user is expected to guess the word. The language level is high, but if you LOAD, LIST, and modify the data, the program could be used for any level.
Applesoft 8K.

```
2. FARMER'S IMPLEMENT (9)
   PITCHFORK
GOOD!
```

ACCESSION: 9767 JOTTO
GROUP:9767 RATING: GOOD
SECTORS:33 BYTES: 8448
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/81 REVIEW DATE: 06/03/86
AUTHOR: LANCE FROHMAN

The computer is thinking of a five letter word that you try to guess. The computer will tell you how many of the letters in your word are correct. You are given 20 guesses to get the computer's hidden word. SUGGESTION: print out the text file to see the vocabulary. If you have all the letters and still have not figured out the word, an undefined statement error in line 820 sends the program to line 185. There is no line 185, and the program will crash.
Vocabulary level: High.

```
#1 AEIOU 2                    E GHIJKLM
#2 ABCDF 0                NOPQR   VWX Z
#3 RIGHT 1
#4 STUDY 0
#5 BREAD 2
#6 STEAD 1

REMOVE LETTERS (Y/N)?
```

ACCESSION: 8559 PIG.LATIN
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 02/01/82 REVIEW DATE: 06/19/86
AUTHOR: SANDY SMITH

This program will write sentences in Pig Latin for you. It needs to know how many words are in the sentence, the words themselves, and the punctuation for the end of the sentence.

```
WORD 1: I
WORD 2: LOVE
WORD 3: YOU

IWAY OVELAY OUYAY!

THERE! WASN'T THAT CLEVER OF ME!

DO YOU WANT TO DO ANOTHER SENTENCE?
```

ACCESSION: 274 READING DRILL
GROUP: RATING: OK
SECTORS:9 BYTES: 2304
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 06/10/80 REVIEW DATE: 07/02/86
AUTHOR: ALBERT G. LAST

Text formating on the screen would help this program. It has potential. The program contains two groups of words that are selected based on the student's age category. LOAD, LIST and modify these words to personalize the program. Remember that the words only flash and that the student is expected to read, not type, his response.

```
CHOOSE AGE CATAGORY

  A. 1 TO 10 YEARS OLD

  B. 11 AND OLDER

(CHOOSE A OR B)

-----> ?
```

ACCESSION: 1095 TELEPHONE ACRONYMS
GROUP: RATING: OK
SECTORS:9 BYTES: 2304
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

This program makes up acronyms to help you remember phone numbers.

```
ENTER PHONE NUMBER 8442525

844-2525 MAKES 2187 DIFFERENT WORDS

TGGAJAJ   TGGAJAK   TGGAJAL
TGGAJBK   TGGAJBL   TGGAJCJ
TGGAJCL   TGGAKAJ   TGGAKAK
TGGAKBJ   TGGAKBK   TGGAKBL
TGGAKCK   TGGAKCL   TGGALAJ
TGGALAL   TGGALBJ   TGGALBK
TGGALCJ   TGGALCK   TGGALCL
```

ACCESSION: 9828 RHYMES WITH
GROUP: RATING: RECOMMENDED
SECTORS:16 BYTES: 4096
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR: MIKE CONWAY

The computer presents a word and asks the student to type in a rhyming word. Not all rhyming words will be correct because the program has a limited vocabulary. The program can be modified on line 750.
8K Applesoft.

```
WHAT WORD RHYMES WITH SAT?

?CAT

AN EXCELLENT ANSWER!
```

ACCESSION: 7502 SCRAMBLED WORD
GROUP: RATING: GOOD
SECTORS:16 BYTES: 4096
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/17/80 REVIEW DATE: 06/17/86
AUTHOR: KEITH ROLLIN

This program wants you to unscramble letters to spell a word. The program will give the correct answer after three incorrect tries.
Language level: High.

```
                /----\
UNSCRAMBLE:    <OECXIB>
                \----/
WHAT'S YOUR GUESS? BOXICE
THE ANSWER IS:  ICEBOX

SCORE:  CORRECT 0   WRONG 3

ANOTHER WORD? (Y OR N) ==>
```

ACCESSION: 1144 SCRAMBLE
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

A text program with a vocabulary of 100 words (examples: goat, accessory, antidote, laboratory). The program selects a word at random, scrambles it and asks the student to input the unscrambled word. If the student is unable to "see" the word, hitting "return" twice rescrambles the same word for another try.
Level: High school to adult.
Challenging.

```
THE SCRAMBLE IS: EAHC

   THE WORD IS.....EACH

THE SCRAMBLE IS: ECHA

   THE WORD IS.....ACHE

THAT'S IT!

HOW ABOUT ANOTHER? (Y/N)
```

ACCESSION: 245 SPELL ING
GROUP: RATING: GOOD
SECTORS:6 BYTES: 1536
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

The computer shows a word and the student is asked to type in the "ing" form of that word. There is visual reinforcement.
LOAD and list line 420 for the words used in the program.

```
WHAT IS THE ' ING ' FORM
 FOR CLUB?

CLUBING

NO! IT IS CLUBBING.
```

ACCESSION: 1145 SOUNDS-LIKE SPELLING
GROUP: RATING: OK
SECTORS:9 BYTES: 2304
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

A game that lets the student spell up to 8 words that end with the same sound. The student selects the number of words he wants for each sound. The program uses the following vowel consonant combinations: at, et, an, in, ot.
Good visual reinforcement.
Level: Grades 1 to 3.
Good potential for modifying to include additional vowel/consonant combinations.

```
SPELL 5 THREE LETTER WORDS WHICH
        END WITH AN
            'IN'
            SOUND.
  WORD #1  PIN
  VERY GOOD

  WORD #2  TIN
  VERY GOOD

  WORD #3  SIN
```

ACCESSION: 8563 SPELLER
GROUP: RATING: RECOMMENDED
SECTORS:15 BYTES: 3840
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

This is a vocabulary/spelling game. The computer gives you a clue for the word's meaning, and you type in the word or words. LOAD, LIST, and change W$ - words to personalize the program.

```
TRY TO SPELL THE WORD FOR


DARK IMAGE THE SUN CASTS


SHADOW                    RIGHT!
```

ACCESSION: 1197 SPELLING TEST
GROUP:1197 RATING: POTENTIAL-NEEDS WORK
SECTORS:16 BYTES: 4096
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR: RICHARD A. MICHAEL

Flashes a word on the screen and then expects the user to repeat it with the same correct spelling. The program uses SPELLING LIST to store the words to be tested and includes an editor to modify this word list file.
Out of memory error in 0. Load and list the program and change line 0 from 100 to 20, then the program will work.

```
OPTIONS:
    1. TAKE SPELLING TEST
    2. ENTER NEW WORDS
    3. LIST AND CORRECT WORDS
    4. PRINT LIST
    5. INSTRUCTIONS
    6. STOP

INPUT OPTION? ?
```

ACCESSION: 10072 SPELLING
GROUP: RATING: RECOMMENDED
SECTORS:40 BYTES: 10240
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program lets you type in a spelling list and reviews all the words before test time. Each word, in order, is repeated up to three times for the student to type correctly. The score is shown after each word is finished. If it is less than 80% the student will have to repeat the list. Music and hi-res graphics are used to reinforce this learning activity.

```
I CAN REMEMBER AN OLD WORD LIST
IF YOU SAVED IT
OR YOU CAN GIVE ME A NEW LIST


HERE IS A LIST OF THIS WEEKS WORDS:


1. PARALLEL      2. SUPERINTENDENT
3. OPOSSUM       4. BROCCOLI
5. VACCINATE     6. MAYONNAISE
```

ACCESSION: 8565 SPELLING WITH DISK
GROUP: RATING: GOOD
SECTORS:10 BYTES: 1280
CATEGORY: LANGUAGE ARTS
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

Extensive modification by Sandra Hart-Davis. The documentation for this program is on the disk. There are very clear screen prompts for data entry and it is now a delight to use. This program creates text files for use with spelling or any other vocabulary items. It presents a short definition, that you input, to the student and then asks the student to spell the word. The program will not accept commas and does not permit you to correct mistakes after you have pressed <return>. Proof your work as you go! You may use upper and lower case for the words and clues but remember that the students input must match yours. CAT-CAT. Be consistent.

```
The name of your file is-LESSON 2

Number the questions.  Start with 1.
If this is a NEW file.

What is the question # 1.
Type -99 to STOP entering words.

What is the spelling word?
Word-CAT
Write a short definition or clue.
Clue-AN ANIMAL THAT SAYS MEOW.?
```

ACCESSION: 8564 SPELLING TUTOR
GROUP: RATING: GOOD
SECTORS:10 BYTES: 2560
CATEGORY: LANGUAGE ARTS
SUBCAT: TYPING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 03/12/80 REVIEW DATE: 06/24/86
AUTHOR: T. NELSON

This program lets the user create a spelling list. Each word is shown briefly on the screen and the user is supposed to type it in correctly. The program keeps score. A new word list needs to be created at each practice session because the program does not save files.

```
HOW MANY WORDS IN YOUR SPELLING LIST?3
ENTER YOUR LIST OF WORDS
--TAKE YOUR TIME
  AND DOUBLE CHECK FOR ACCURACY.

        WORD # 1:?HELLO
            ANY CHANGES?

        WORD # 2:?APPLE
            ANY CHANGES?
```

ACCESSION: 6074 SECRET MESSAGE
GROUP: RATING: GOOD
SECTORS:18 BYTES: 4608
CATEGORY: LANGUAGE ARTS
SUBCAT: MATH
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR:

This program consists of three educational games. Spell 3 three letter words with the same ending, read a secret message, or answer math questions to get to the top of the screen via steps.

```
SPELL 3 THREE LETTER WORDS WHICH
        END WITH AN
            'AT'
           SOUND.

       WORD #1SAT
       VERY GODD.

       WORD #2CAT
       VERY GODD.
```

ACCESSION: 8561 THESAURIAN INDEX
GROUP: RATING: POOR
SECTORS:48 BYTES: 12288
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: DEREK KELLY

Data from 1977 edition of Roget's Thesaurus. This program helps you to find synonyms. Commands are "FIND" and "PRINT". It doesn't bring the word up on the screen - you have to go through the words manually by hitting the return. The program is difficult to use.

```
HOLD ON A MINUTE NOW...
GIVE ME TIME TO GET MY ACT TOGETHER.
CLASSES=
1.RELATIONS
2.SPACE
3.PHYSICS
4.MATTER
5.SENSATION
6.INTELLECT
7.VOLITION
8.AFFECTIONS
CLASS TO PRINT:
```

ACCESSION: 6076 TYPESETTER
GROUP: RATING: GOOD
SECTORS:8 BYTES: 2048
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

This program permits the user to type in data and then see what it would look like if it were typeset.

```
LENGTH OF LINE DESIRED10

IF YOUR LINE IS A SHORT LINE AT THE END
OF A PARAGRAPH,TYPE SPACES TO END..

ENCLOSE IN QUOTES
YOUR LINE LENGTH IS 10 AND RUNS FROM THE
CURSOR TO
------------]HERE
?"THE CAT  "                THE CAT
?"JUMPED ON"                JUMPED ON

IS THERE A LINE YOU WISH TO CHANGE (Y/N)
```

ACCESSION: 1099 VOCABULARY
GROUP: RATING: GOOD
SECTORS:16 BYTES: 4096
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

This program gives you a definition and clues while you try to guess the word. This program can be modified.
Language level: High.

```
GOOD LUCK!!

WANTED: NOUN
ALIAS: GLEN
LAST KNOWN MEANING: LOW LAND
BETWEEN HILLS

CAN YOU IDENTIFY THIS WORD?YES

GOOD!  WHAT IS IT?VALLEY
```

ACCESSION: 8560 WORD CHALLENGE
GROUP: RATING: GOOD
SECTORS:42 BYTES: 10752
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: ALAN J. ZETT

The object of this word game is to guess a 5 letter word before your opponent does. By moving the paddle and pressing the button, you can select any letter. There is a time limit on how long it takes to pick a letter, otherwise you lose your turn. The challenge is not only in winning, but also in trying to beat the par for each word.
Language Level: High.

```
 F    G    H    I    J
>+<  >+<  >+<  > <  >+<

 K    L    M    N    O
> <  >5<  > <  > <  >4<

 P    Q    R    S    T
> <  > <  >2<  > <  > <

 U    V    W    X    Y
> <  > <  > <  >+<  > <

 Z    PAR     DEFINITION
> <  > 12<  > CRUDE CREAM <
             OF TARTAR
```

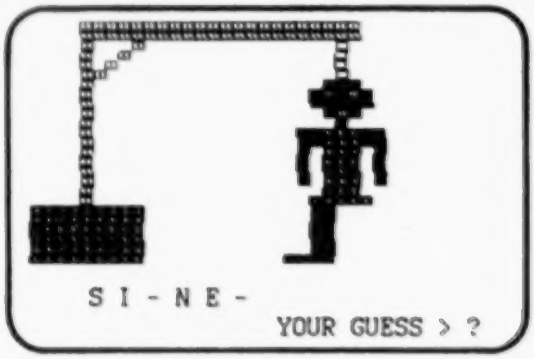
ACCESSION: 9760 VOWEL SEARCH
GROUP: RATING: RECOMMENDED
SECTORS:40 BYTES: 10240
CATEGORY: LANGUAGE ARTS
SUBCAT: SPEECH
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/04/82 REVIEW DATE: 06/19/86
AUTHOR:

Vowel Search is a program designed to give students practice in identifying (1) vowels in a word, (2) short vowels in a one syllable word, and (3) a long vowel in a one syllable word that has a silent e at the end of it. This slow moving program shows graphics for correct responses.

```
GRAPE
  ?

IS THIS A LONG VOWEL (Y OR N)?

W O W ! ! !

PRESS <RETURN> TO GO ON

AGAIN
  ?
```

ACCESSION: 7476 HANGMAN FOR ONE
GROUP: RATING: GOOD
SECTORS:17 BYTES: 4352
CATEGORY: LANGUAGE ARTS
SUBCAT: SPEECH
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 10/01/80 REVIEW DATE: 07/02/86
AUTHOR: BOBBY GOODSON

In this program the computer shows the player how many letters it needs to spell a word. After the player guesses a letter, the computer tells him whether it is a good or bad guess. Nine misses and the player "hangs". This program is easily modified. LOAD, LIST, and modify to personalize to the level required. See line 41 for instructions.



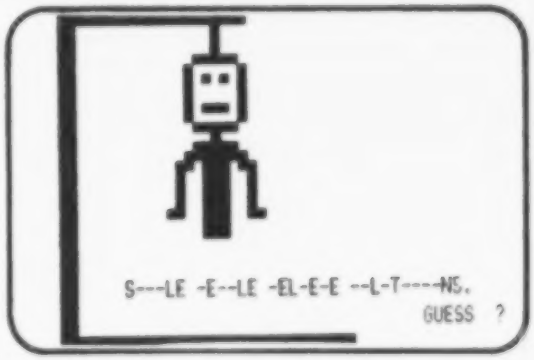
ACCESSION: 9765 WUMPUS 2
GROUP: RATING: OK
SECTORS:27 BYTES: 6912
CATEGORY: LANGUAGE ARTS
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: KEVIN WACKNOV

Co-author Willie Kwong.
A text game where you get to move, shoot, climb out, get arrow, rest or quit on your way to finding a wumpus. There are no graphics on this version.

```
CAVERN #36
 YOU ARE IN A PIT!
 -> WITH WUMPUS #20
 -> WITH WUMPUS #22
EXPLORER BILL
 1. MOVE
 2. SHOOT
 3. CLIMB OUT
 4. GET ARROW
 5. REST
 6. QUIT
```

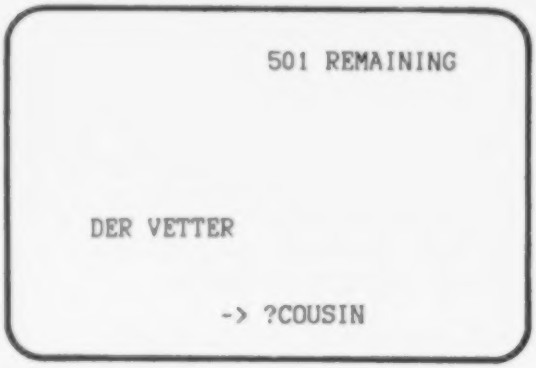
ACCESSION: 8576 FAMOUS SAYINGS
GROUP: RATING: RECOMMENDED
SECTORS:32 BYTES: 8192
CATEGORY: LANGUAGE ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/80 REVIEW DATE: 11/30/99
AUTHOR: MARK CROSS

This is a hangman game with famous sayings for you to guess. The sayings are up to 40 characters long including numbers and letters. You can guess one character at a time. On the fifth mistake you will be hung. Here are a few of the sayings: A STITCH IN TIME SAVES TIME, APPLE COMPUTERS HAVE NO WORMS, THE LION IS KING OF BEASTS. Load and list the program for all of the sayings. You can add your own also.



ACCESSION: 3967 GERMAN
GROUP: RATING: GOOD
SECTORS:58 BYTES: 14848
CATEGORY: FOREIGN LANGUAGES
SUBCAT: TEACHER UTILITIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 09/07/81 REVIEW DATE: 07/02/86
AUTHOR: DAVID LAU

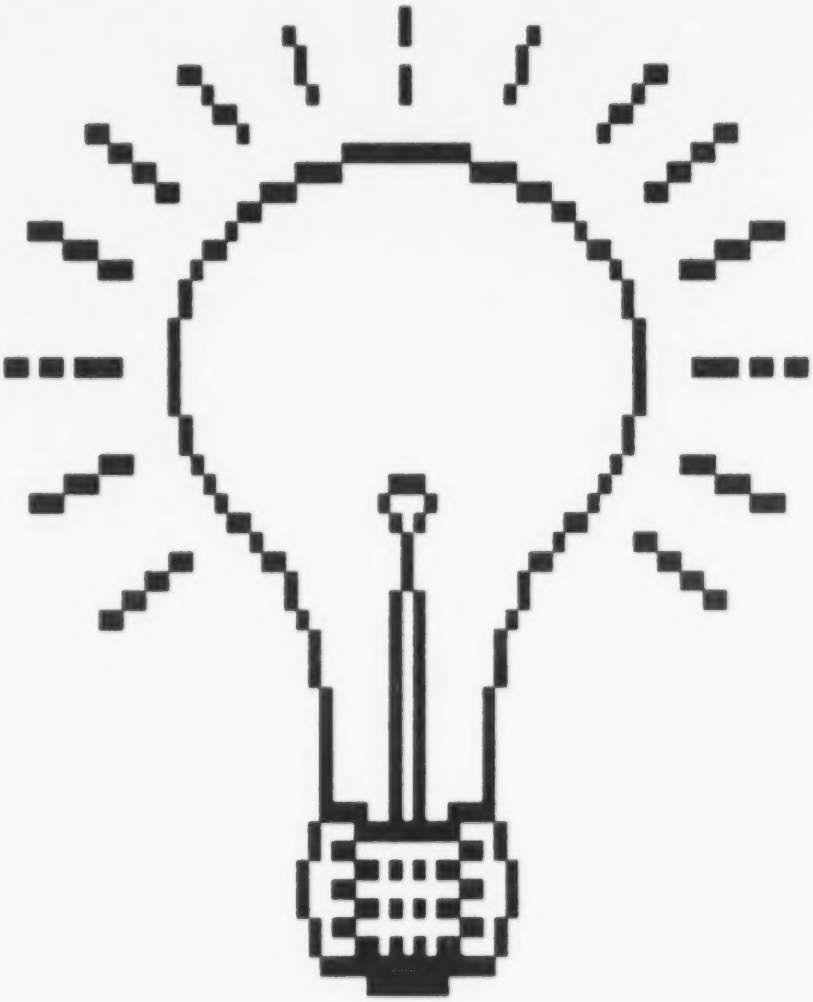
This program is a flash card drill driver. Although this Applesoft program is set up as a German vocabulary drill, it can be modified for any short answer drill. Load, list and read the REM statements for additional information. <ESC> will exit the program.



ACCESSION: 7477 HANGMAN(FRENCH)
GROUP: RATING: RECOMMENDED
SECTORS:17 BYTES: 4352
CATEGORY: FOREIGN LANGUAGES
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/80 REVIEW DATE: 05/22/86
AUTHOR: W. BITTER

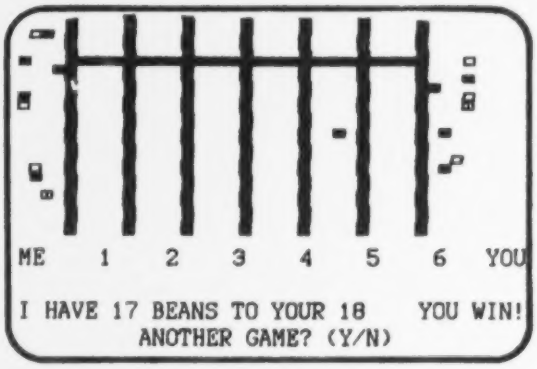
This is the French version of the Hangman word game. Words can be added or changed. List line 40 for instructions.

LOGIC



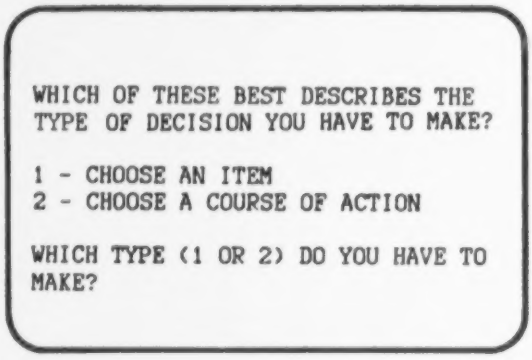
ACCESSION: 4115 AWARI
GROUP: RATING: GOOD
SECTORS:26 BYTES: 6656
CATEGORY: LOGIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 11/01/79 REVIEW DATE: 06/22/86
AUTHOR: CHARLES L. HEARN

A fun game where the player and the Apple each try to move 'beans' from square to square, each trying to accumulate the most beans/stones at their home square.

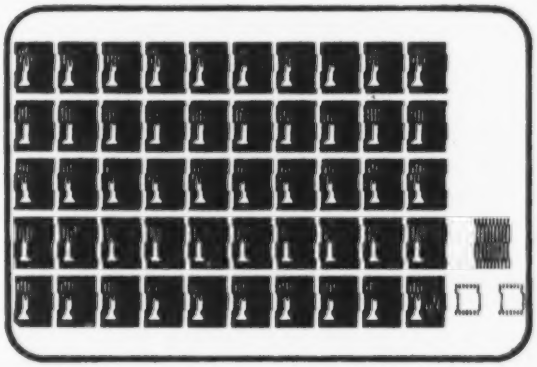


ACCESSION: 4116 DECISION
GROUP: RATING: GOOD
SECTORS:43 BYTES: 11008
CATEGORY: LOGIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR:

A program which helps the user make the most 'logical' decision. The Apple prompts the user by asking questions, and having the user assign point-values to various options. The logical choice will be the option with the greatest number of points. Difficult.

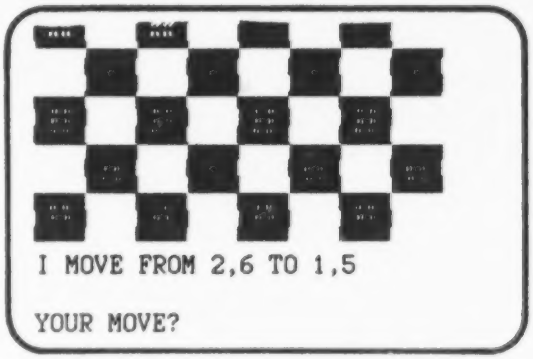


ACCESSION: 8481 APPLE CAPTURE
GROUP: RATING: RECOMMENDED
SECTORS:25 BYTES: 6400
CATEGORY: LOGIC
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: BILL RYAN



This game is similar to the popular concentration game. Each player is a worm looking for an apple. The first player to find 15 apples wins. There is auditory feedback. Use U, I, O, J, L, M to move the worm.

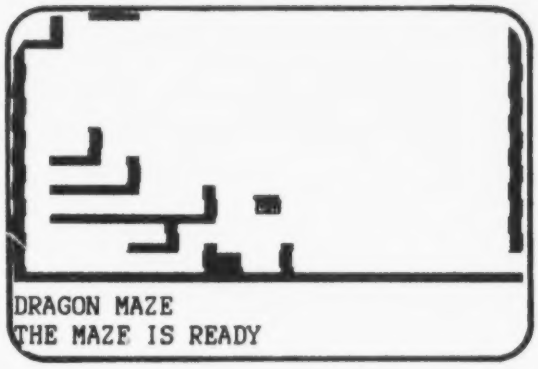
ACCESSION: 9156 CHECKERS I
GROUP: RATING: RECOMMENDED
SECTORS:17 BYTES: 4352
CATEGORY: LOGIC
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:



This is the game of checkers. The computer has green squares and yours are red. You must use a paddle to indicate your move from one square to another square. Press any key if you cannot jump and the computer continues to ask 'to'. Your square turns into a large equal (=) sign when you become a king. This game is fun to play!

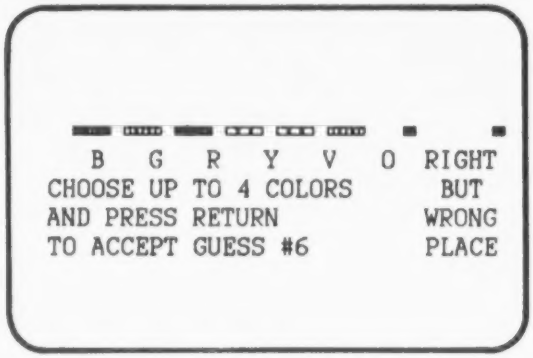
ACCESSION: 10063 DRAGON MAZE
GROUP: RATING: GOOD
SECTORS:16 BYTES: 4096
CATEGORY: LOGIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

A maze is drawn on the screen and you have to go through the maze and avoid the dragon. When you get out of the maze, you win the game. There's only one hitch - the maze disappears and you can't see the walls unless you bump into them.



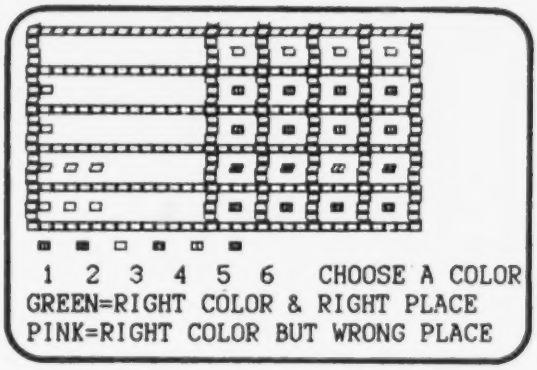
ACCESSION: 9782 MASTERMIND
GROUP: RATING: RECOMMENDED
SECTORS:11 BYTES: 2816
CATEGORY: LOGIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/07/79 REVIEW DATE: 07/16/86
AUTHOR: LINDA SLOVICK

This is a computer version of the game Mastermind. Your goal is to correctly identify the color of each square in the fewest guesses. There are 6 different colors to choose from. (CLUE: If you input a row of all one color and none are used it erases the line and doesn't count it for number of tries.)



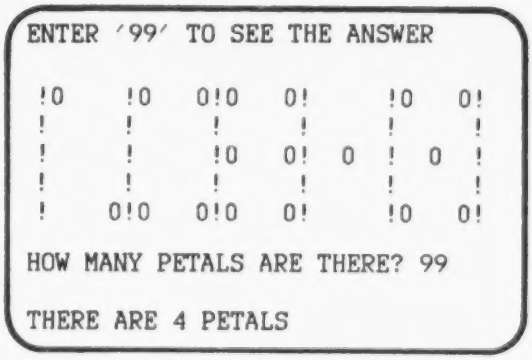
ACCESSION: 9773 MINDWARP
GROUP: RATING: RECOMMENDED
SECTORS:63 BYTES: 16128
CATEGORY: LOGIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 02/01/82 REVIEW DATE: 06/03/86
AUTHOR: BILL GRIMM

This version of Mastermind allows the player to choose how many colors to guess, from 3 to 6. There is an option in the program (LIST 940 - 980) to set up the game for classroom use.



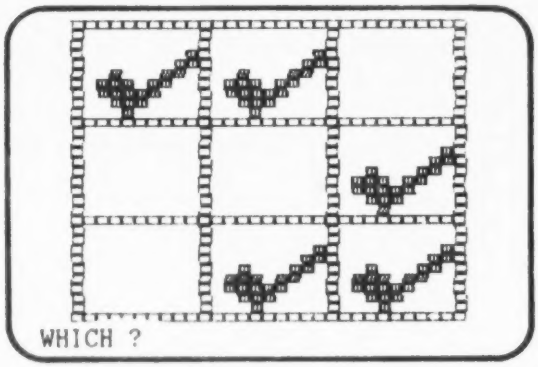
ACCESSION: 9770 PETALS AROUND THE ROSES
GROUP: RATING: GOOD
SECTORS:28 BYTES: 7168
CATEGORY: LOGIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 08/01/81 REVIEW DATE: 06/22/86
AUTHOR:

In this program the user is supposed to find, by deduction, the nature of several objects determined by the roll of 5 dice. These objects are petals, stems, roots, and bees. Type '99' to get an explanation of the process. Load, list and read the REM statements for more details.



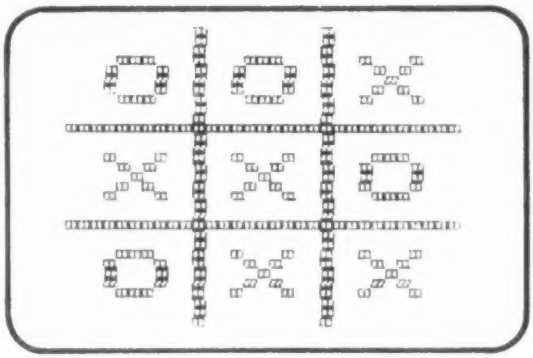
ACCESSION: 9095 MAGIC SQUARE
GROUP: RATING: GOOD
SECTORS:10 BYTES: 2560
CATEGORY: LOGIC
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

The object is to put checkes in all the outside boxes while the inside box stays empty. This is done by changing the status of squares to get the correct formation of checks. The board is set up with the upper left hand box being "1" and the lower right box being "9", counting from left to right.



ACCESSION: 9166 TIC TAC TOE
GROUP: RATING: RECOMMENDED
SECTORS:12 BYTES: 3072
CATEGORY: LOGIC
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program lets you play a game of TIC TAC TOE against the computer. The graphics are clear and the game is easy to play.



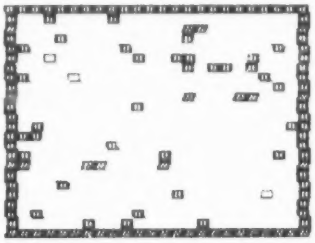
ACCESSION: 7453 TTT
GROUP: RATING: GOOD
SECTORS:10 BYTES: 2560
CATEGORY: LOGIC
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program lets you play tic tac toe against the computer. It keeps score, too. Needs work 190-240. Changing '*' to '-' will make the screen display easier to read.

```
TIC-TAC-TOE      1 * 2 * 3
  MATRIX:       ***********
                 4 * 5 * 6
               ***********
                 7 * 8 * 9

CHOOSE YOUR MOVE:  ?9
 O *   * O
***********
   * X *
***********
   *   * X
```

ACCESSION: 9101 CHASE
GROUP: RATING: OK
SECTORS:12 BYTES: 3072
CATEGORY: LOGIC
SUBCAT: EYE-HAND COORDINATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: MARC B. GOLDFARB

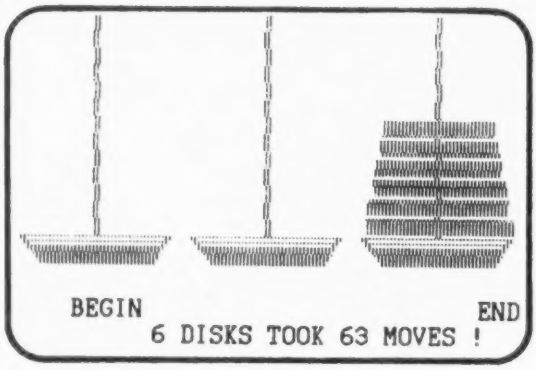
You are within the walls of a high voltage maze. There are several security machines trying to destroy you. You are the blue dot, the interceptors are the yellow dots, and the red areas are high voltage. Your only chance for survival is to manuver each interceptor into a high voltage area.



```
YOU TOUCHED THE FENCE !!!!!!!!!!!!
ANOTHER GAME (Y/N)? ?
```

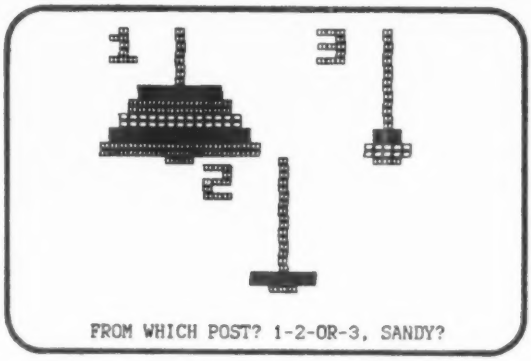
ACCESSION: 4138 TOWERS OF HANOI SOLVED
GROUP: RATING: RECOMMENDED
SECTORS:36 BYTES: 9216
CATEGORY: LOGIC
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: CHARLES L. HEARN

This solution is based on a program by Stanley Switzer, BYTE magzine, March, 1980, page 240. Your Apple solves the ancient 'Towers of Hanoi' puzzle.

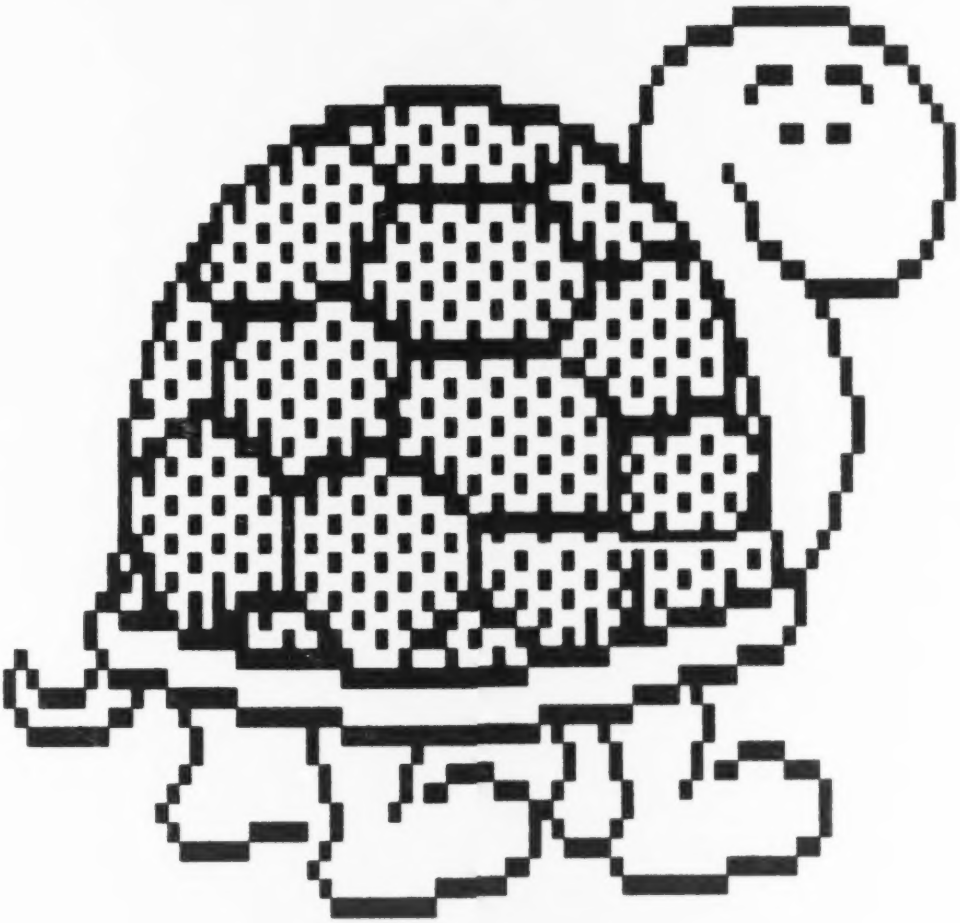


ACCESSION: 8493 TOWERS OF HANOI
GROUP: RATING: RECOMMENDED
SECTORS:24 BYTES: 6144
CATEGORY: LOGIC
SUBCAT: VISUAL DISCRIMINATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 09/05/77 REVIEW DATE: 07/04/86
AUTHOR: DANIEL A. LAMBERT

Towers of Hanoi is a game for one player. The object is to move all of the disks from post #1 to post #3. The disks may be moved in any order, but never more than one at a time. Also, a large disk can never be placed on top of a smaller one. This version has been modified to let a different player 'sign on' at the end of the game.



LOGO



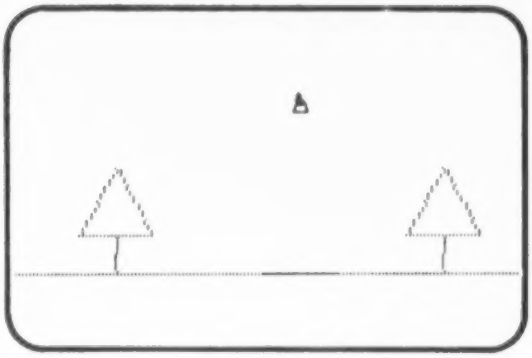
ACCESSION: 9944 ANIMAL.GAME.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:12 BYTES: 3072
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

This game is an example of a program that learns. It tries to guess the animal you're thinking of. If it can't guess correctly it asks you a question and learns from the answer and becomes smarter as it plays. This program requires APPLE LOGO.

```
DOES THIS ANIMAL HAVE HORNS?
NO
DOES IT HAVE FOUR LEGS. ?
YES
IS IT SO THAT IT SAYS, "MEOW." ?
NO
IS IT A HORSE ?
NO
I GIVE UP. WHAT WAS YOUR ANIMAL?
DOG
```

ACCESSION: 9933 ANIMATE.LOGO
GROUP: RATING: GOOD
SECTORS:13 BYTES: 3328
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: JOSH HANNAH

This is a fantasy voyage through space. Instructions are displayed automatically when you LOAD ANIMATE. Type MOVE if you want to see it again. This program requires APPLE LOGO.



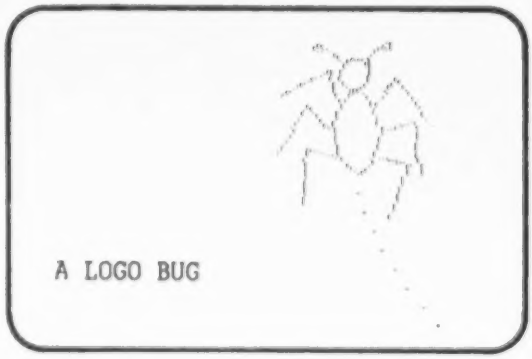
ACCESSION: 9945 ARGUE.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:11 BYTES: 2816
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: DANNY HILLIS

Tell this program what you like or hate and it will argue with you. ARGUE starts this negative response game. When you examine the workspace to see how it works, make sure to PONS (print out names). This program requires APPLE LOGO.

```
  I LIKE SCHOOL
I HATE SCHOOL
WHAT IS THE OPPOSITE OF SCHOOL ?
HOME
I LIKE HOME
  I LIKE CATS
I HATE CATS
I LIKE DOGS
  I LIKE HORSES
I HATE HORSES
WHAT IS THE OPPOSITE OF HORSES ?
```

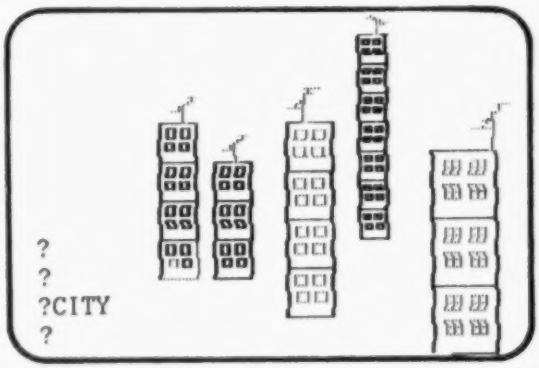
ACCESSION: 9928 BUG.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:8 BYTES: 2048
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This is the famous bug which lives in the Apple logo Documentation BUG BOXES. Type in BUG to see the bug. This program requires APPLE LOGO.



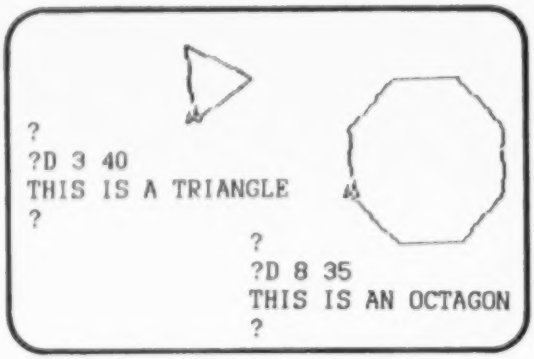
ACCESSION: 9924 CITY.LOGO
GROUP: RATING: GOOD
SECTORS:21 BYTES: 5376
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: ALISON BIRCH

Co-author: Larry Davidson.
This program draws an urban scene including fish, trees, stars and triangles. It's a good example of how a procedure may be used in more than one place with different input values, and of using subprocedures to build a complex project. START or CITY will execute the program. This program requires APPLE LOGO.



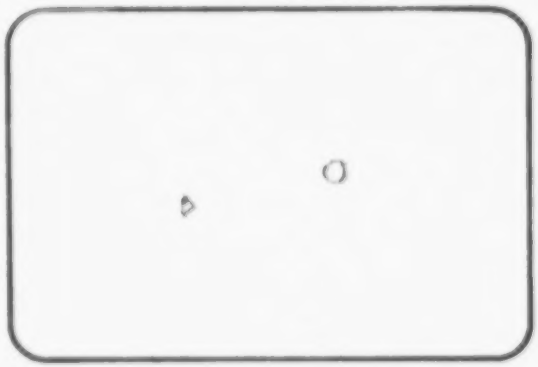
ACCESSION: 9920 DAVID.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:8 BYTES: 2048
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: DAVID MINKOFF

This program enables you to make different shaped and different sized polygons. It will also tell you the name of your polygon. Example: a four sided polygon is a square. This program requires APPLE LOGO.



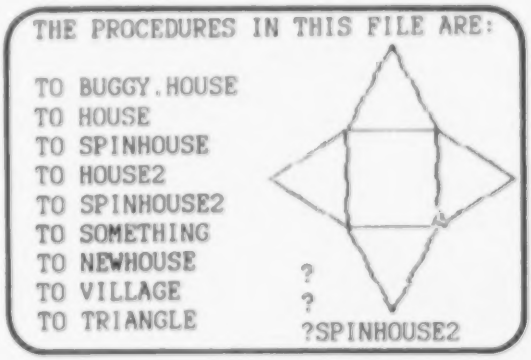
ACCESSION: 9950 DYNATURTLE.LOGO
GROUP: RATING: OK
SECTORS:5 BYTES: 1280
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: HAL ABELSON

A simulation of a "Newtonian object." The R and L keys change the heading and K provides a "kick" or impulse acceleration. Type in STARTUP then DT to restart the program after stopping it. This program requires APPLE LOGO.



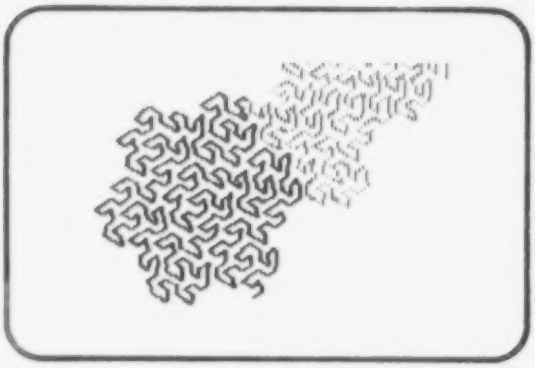
ACCESSION: 9918 FIRST.DEMO.LOGO
GROUP: RATING: GOOD
SECTORS:5 BYTES: 1280
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: IAC
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/12/86
AUTHOR:

These are typical beginning Logo projects, TRIANGLE, SQUARE, HOUSE, HOUSE2, SPINHOUSE, and SPINHOUSE2. This program requires APPLE LOGO.



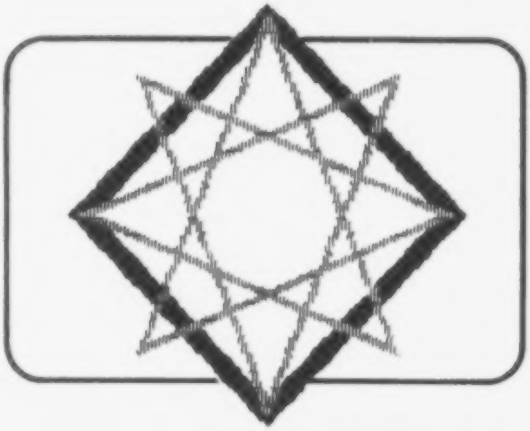
ACCESSION: 9935 FLOWSNAKE.LOGO
GROUP: RATING: GOOD
SECTORS:6 BYTES: 1536
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: R.W. GOSPER

The procedure FLOWSNAKE uses FLOW to draw the space filling curve. This program requires APPLE LOGO.



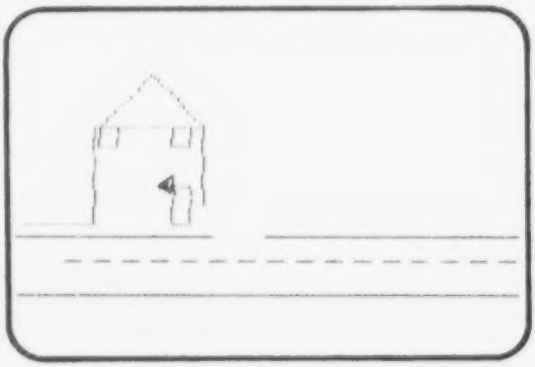
ACCESSION: 9929 GONGRAMS.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:9 BYTES: 2304
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: ERRIC SOLOMON

This program is a good example of the use of input variables in the top-level procedure to pass values to subprocedures. It uses eight input variables that set the pencolor and pass values to FILLPOLY. FILLPOLY draws various-shaped polygons. This program requires APPLE LOGO.



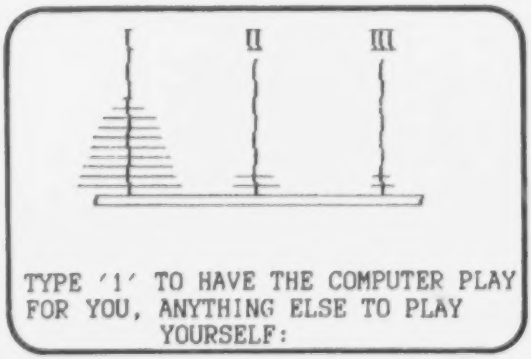
ACCESSION: 9922 ASA.LOGO
GROUP:9922 RATING: GOOD
SECTORS:9 BYTES: 2304
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a version of a project done by three fourth grade girls. To execute type PIC. This program contains a bug; ASA2 is the corrected version. This program requires APPLE LOGO.



ACCESSION: 9947 HANOI.LOGO
GROUP:9947 RATING: RECOMMENDED
SECTORS:22 BYTES: 5632
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: JAY FENLASON

Co-author Jonathan Payne.
This program displays three towers and up to fourteen disks. You can play the "TOWER OF HANOI" game yourself or watch Logo play. The program will start automatically. Don't remove the disk from the disk drive. You'll get a screenful of instructions to read while HANOI.GAMEFILE loads. The puzzle is solved in the recursive procedure AUTOLOOP. This program requires APPLE LOGO.



ACCESSION: 9940 LANGUAGE.PLAY.LOGO
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: BARBARA BOWEN

Randomly selected nouns, verbs, adjectives, adverbs and articles are put together into phrases so that children can explore the sounds and meanings of words and the structure of language. The program can be customized for individual children or groups by changing the lists of words. See documentation for details. To start program type PHRASES. This program requires APPLE LOGO.

```
PUPPIES

PUPPIES FLY

CHEERFUL PUPPIES FLY

CHEERFUL PUPPIES FLY FLEETINGLY

THE CHEERFUL PUPPIES FLY FLEETINGLY
```

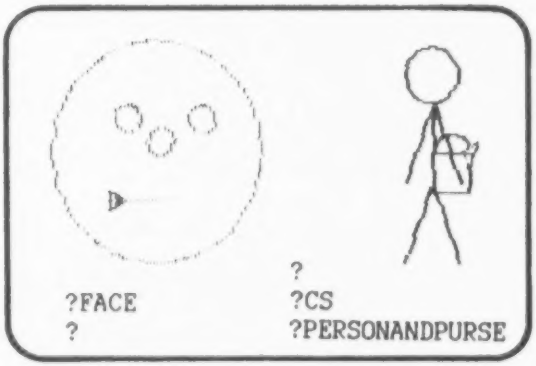
ACCESSION: 9951 LUNAR.LANDER.LOGO
GROUP: RATING: OK
SECTORS:7 BYTES: 1792
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: BRIAN SILVERMAN

This procedure programs the Turtle to behave like a spaceship. SPACESHIP starts a lunar lander game. Once it's running, the keys R and L aim the ship and T provides thrust. Try to bring it down on the little vertical line. The X coordinate, Y coordinate, horizontal speed and vertical speed are printed in that order across the bottom of the screen. This program requires APPLE LOGO.

-82.5 21.4996 0 -4.60001

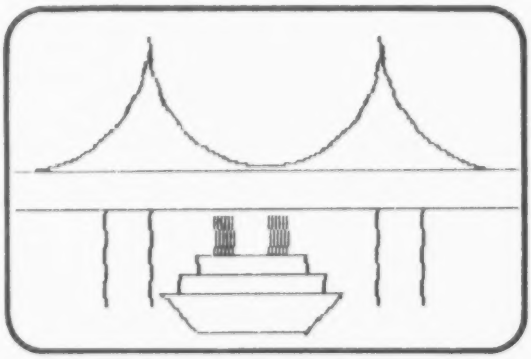
ACCESSION: 9927 MARI.PROJECTS.LOGO
GROUP: RATING: GOOD
SECTORS:9 BYTES: 2304
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: MARI

This program is several projects done by an eight year old over a period of 16 hours. This program requires APPLE LOGO.

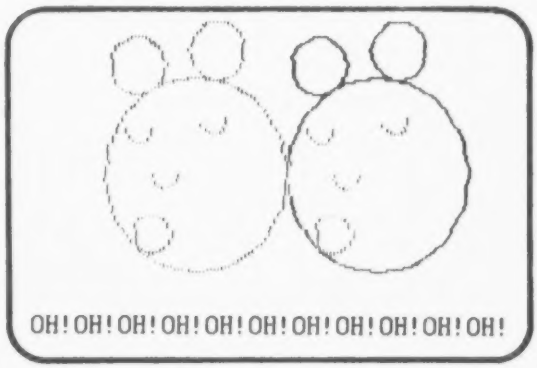


ACCESSION: 9925 MARIA.BRIDGE.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:9 BYTES: 2304
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: MARIA CRUZ

This is an example of "bottom-up" programming. First, all the subprocedures are defined, then put together in the top-level procedure. Type BRIDGE to execute. This program requires APPLE LOGO.

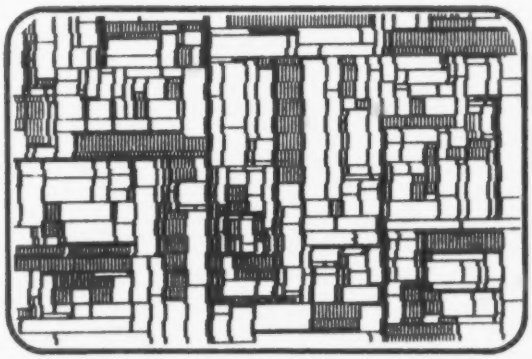


ACCESSION: 9926 MICE.LOGO
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: LEAH



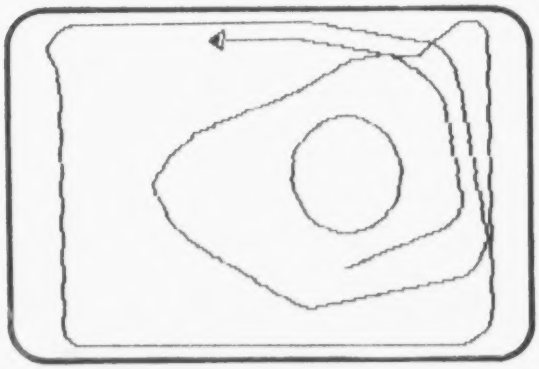
This program draws mouse faces using circles and arcs. It is a good example of the use of subprocedures to build a more complex program. This program requires APPLE LOGO.

ACCESSION: 9932 MONDRIAN.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:6 BYTES: 1536
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/14/86
AUTHOR:



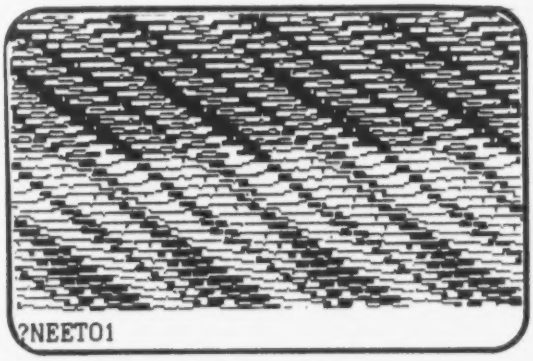
This program creates paintings that are generated randomly but are also partly controlled by the value of a variable. To execute type MONDRIAN followed by a number (example: MONDRIAN 12). Press RETURN when you have finished looking at a painting. This program requires APPLE LOGO.

ACCESSION: 9949 NAVIGATE.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:11 BYTES: 2816
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: SHARNEE CHAIT



Steer a moving turtle around the screen without bumping into an island or its boundaries. This is a good beginner Logo game for students. This program requires APPLE LOGO.

ACCESSION: 9921 NEETO.LOGO
GROUP: RATING: GOOD
SECTORS:4 BYTES: 1024
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: ARA MIZRAKIAN



Two variations of a rather simple program which produces intricate patterns, NEETO and NEETO1. This program requires APPLE LOGO.

ACCESSION: 9943 PIGLATIN.LOGO
GROUP: RATING: GOOD
SECTORS:6 BYTES: 1536
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

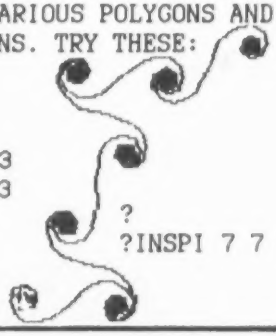
An example of a Logo program that has procedures to manipulate both words and lists. PIGLATIN turns a word into Piglatin. MANYPIG turns a whole phrase into Piglatin. This program requires APPLE LOGO.

```
?PRINT MANYPIG [I LOVE YOU]
IAY OVELAY OUYAY
?
```

ACCESSION: 9919 POLYS.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:7 BYTES: 1792
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

These are procedures which create various polygons and spiral polygons. SPI & INSPI. This program requires APPLE LOGO.

```
THEY CREATE VARIOUS POLYGONS AND
SPIRAL POLYGONS. TRY THESE:

POLY 50 90
POLY 50 144
POLYSPI 5 90 3
POLYSPI 5 93 3
INSPI 7 7 7
INSPI 6 99 5
?
```



```
?
?INSPI 7 7 7
```

ACCESSION: 9941 POSTCARDS.LOGO
GROUP: RATING: GOOD
SECTORS:8 BYTES: 2048
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This program randomly selects various pieces from lists of phrases and names to produce postcards. Type POSTCARD to run. New phrases and names can be added. See documentation. This program requires APPLE LOGO.

```
DEAR SEYMOUR ,

EVERYONE'S FINE.

DON'T FORGET TO WATER THE PLANTS.

AUNT EM
```

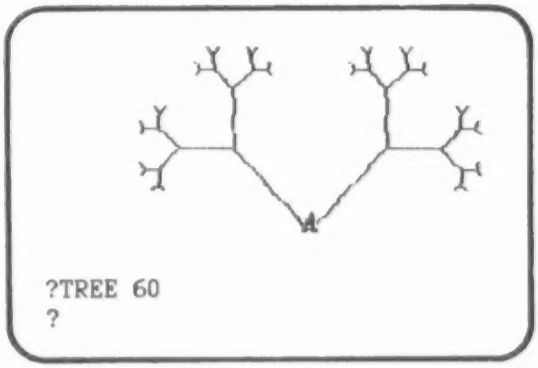
ACCESSION: 9942 RANDOM.POETRY.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:9 BYTES: 2304
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: SHARNEE CHAIT

This program puts together lists of nouns and rhyming words into verses of a "poem." When you type POETRY one verse will be printed; press return to get another verse. Pressing the period key will stop the program and go back to Logo. See documentation for details on adding to lists of nouns and rhyming words. This program requires APPLE LOGO.

```
BELLS DEDUCT
BOOKS CONDUCT
SPORTS INSTRUCT
WOMEN OBSTRUCT

BOOKS JOKE
SPORTS AWOKE
WOMEN SPOKE
CHILDREN INVOKE
WORKERS PROVOKE
```

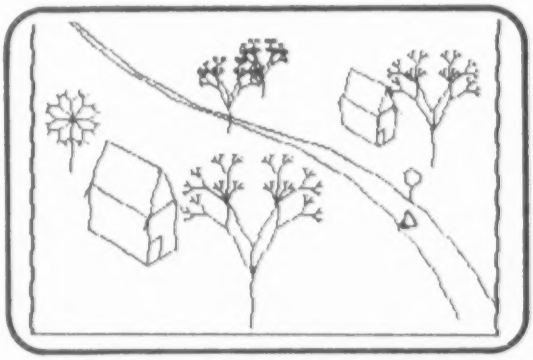
ACCESSION: 9934 RECURSIVE.GRAPHICS.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:5 BYTES: 1280
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

Classic examples of recursive designs: TREE, NESTED.TRIANGLE, and CORNER.TRI. Each needs to have size variable passed at execution, i.e. TREE 60. PAIR makes a symmetrical pattern out of two trees. This program requires APPLE LOGO.



ACCESSION: 9931 ROADRUNNER.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:15 BYTES: 3840
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: RICH PARK

In this program a turtle runs along a road lined with houses and recursive trees. Use Control G to stop the program. This program requires APPLE LOGO.



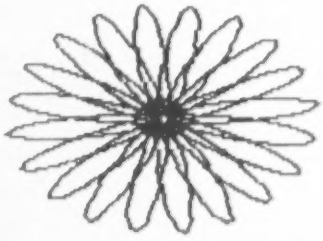
ACCESSION: 9938 SILLY.LOGO
GROUP:9938 RATING: RECOMMENDED
SECTORS:7 BYTES: 1792
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR:

Generates random sentences from lists of words. Type PRINT SILLY to see a sentence. Type PONS (print out names) to see the lists of words and EDNS (edit names) to go to the logo editor to change lists. This program requires APPLE LOGO.

```
?PRINT SILLY
DADDY POUNDED COMPUTERS SLOPPILY
?PRINT SILLY
DADDY LOVED COMPUTERS RESENTFULLY
?
```

ACCESSION: 9936 SPIRO.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:14 BYTES: 3584
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: MICHAEL PARKER

This program imitates the popular spiro-graphics toy. Various patterns are created by changing the sizes of the ring and wheel and the distance of the pen to the wheel's center. This program runs slowly. It needs six parameters; see documentation for full details. This program requires APPLE LOGO.



ACCESSION: 9939 WORDGAME.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:6 BYTES: 1536
CATEGORY: LOGO
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: BOB LAWLER

This is a game for beginning readers. It makes two word sentences from lists. Small children can select names they recognize and verbs they can act out for the elements of those lists. This program requires APPLE LOGO.

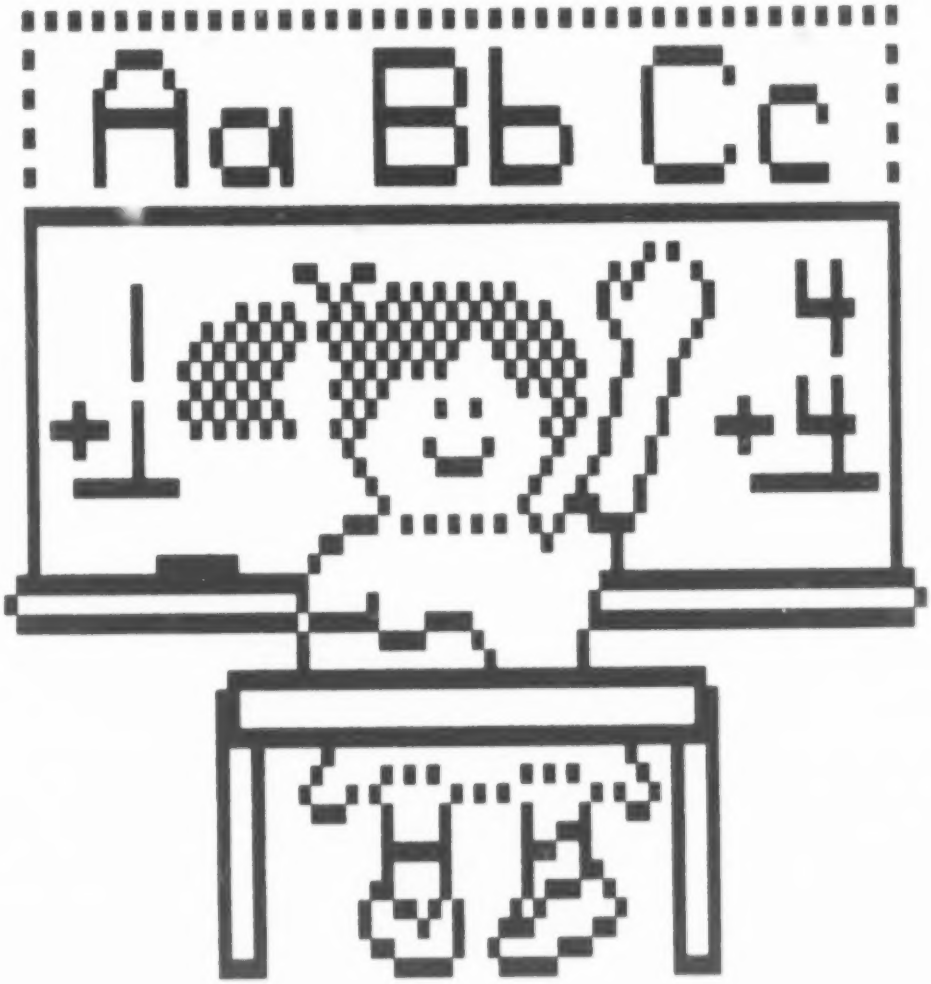
```
MOMMY LAUGHS

PEGGY HOPS

MOMMY RUNS
```

ACCESSION: 9946 SPELLING.QUIZ.LOGO
GROUP: RATING: GOOD
SECTORS:9 BYTES: 2304
CATEGORY: LOGO
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This is an example of a quiz written in Logo. Words are briefly flashed on the screen. Try to remember each word and type it back correctly. The procedure SPELL starts the quiz. The procedure MAKE.LIST allows you to change the list of words used by the quiz. This program requires APPLE LOGO.

```
>DOG
THAT'S RIGHT

>MOUSE
THAT'S RIGHT
```

MATH



ACCESSION: 9521 ADRILL
GROUP: RATING: RECOMMENDED
SECTORS:24 BYTES: 6144
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is an algebra drill. This program is the same as DRILL with the addition of signed numbers. It keeps track of the number of right and wrong problems and gives a percentage of the right answers.

Level	Factor Min to Max +or- +or-		Factor Min to Max +or- +or-		Product Min to Max +or- +or-
0	0 to 4	x	0 to 4	=	0 to 16
1	3 to 6	x	3 to 6	=	9 to 36
2	3 to 8	x	3 to 8	=	9 to 64
3	0 to 10	x	0 to 10	=	0 to 100

How many seconds per problem? 5

ACCESSION: 7489 ADVANCED GUESS MY FRACTION
GROUP: RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/01/80 REVIEW DATE: 06/17/86
AUTHOR: MARGE COLE

Adapted from an article in Calculators & Computers.
This program provides practice in comparing fractions through elevenths (x/11).
Form: A/B
B: integer from 2 to 11
A: integer less than B
Guess: between 0 and 1

WHAT IS YOUR GUESS?

PRESS RETURN AFTER GUESSING.1/4

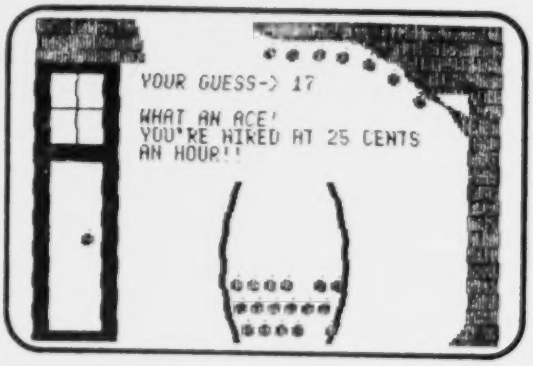
TRY A SMALLER FRACTION.

ACCESSION: 9522 APPLE ARRAY
GROUP:9522 RATING: RECOMMENDED
SECTORS:67 BYTES: 10240
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

This program uses the same graphics as APPLE BARREL, but the apples fall into nice even rows. It's a visual way to work with multiplication.

ACCESSION: 9509 APPLE BARREL
GROUP: RATING: RECOMMENDED
SECTORS:38 BYTES: 7936
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

This is an estimation game. The student guesses the number of apples in an apple barrel and receives feedback. A similar game is APPLE ARRAY.



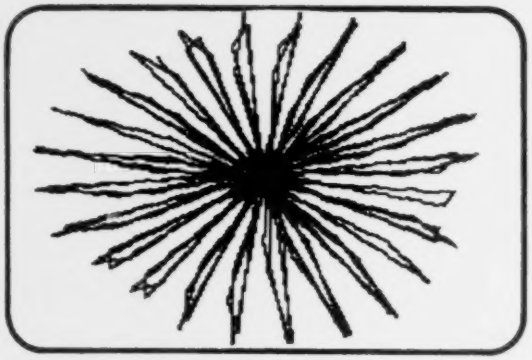
ACCESSION: 6041 APPLE PI
GROUP: RATING: OK
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 07/16/86
AUTHOR: BOB BISHOP

From Micro Magazine, 7/79.
This program calculates pi to 1000 digits.

```
THE VALUE OF PI TO 6 DECIMAL PLACES

3.141593

>
```

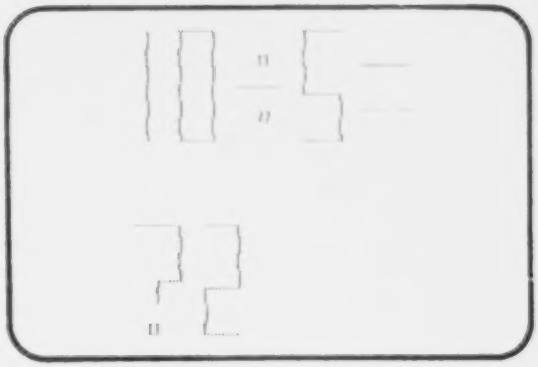
ACCESSION: 7469 APPLE ROSE
GROUP: RATING: GOOD
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 08/01/80 REVIEW DATE: 05/22/86
AUTHOR: KEITH ROLLIN

The program plots the equation R=SIN(N*THETA) when the student supplies it with a number. To quit the program type "999" and to stop the rose while it is being drawn, hit any key.
16K Applesoft.



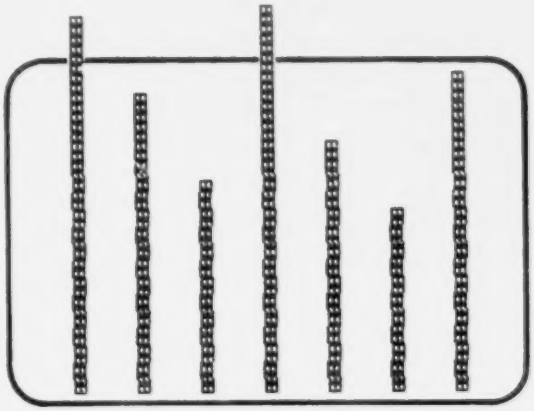
ACCESSION: 1085 ARITHMETIC TABLES
GROUP: RATING: GOOD
SECTORS:21 BYTES: 5376
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is an arithmetic drill program.



ACCESSION: 1316 BAR GRAPH
GROUP:1316 RATING: GOOD
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

With this program a color bar graph is produced on a lo-res screen using information supplied by the user. It asks for a title, the number of bars, and the largest bar value.
Level: Grades 4-6.



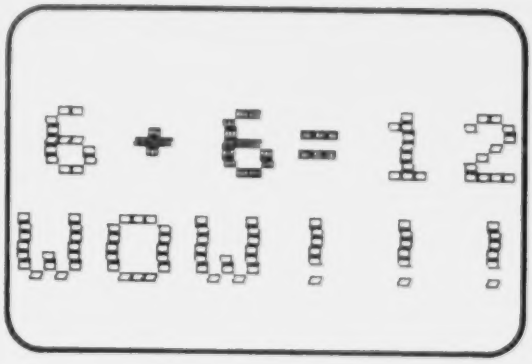
ACCESSION: 661 BINOMIAL DISTRIBUTION
GROUP: RATING: OK
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/22/86
AUTHOR: ADAM OSBORNE

This program calculates the probability of obtaining a given number of successes after a given number of trials. For example, how often will flipping a coin 10 times result in exactly 5 heads? (assume the odds are fifty-fifty or .5).

```
(TO END PROGRAM, ENTER 0)

ENTER NUMBER OF TRIALS:7
ENTER EXACT NUMBER OF SUCCESSES:3
ENTER PROBABILITY OF SUCCESS:.5

PROBABILITY OF 3 SUCCESSES IN 7
TRIALS =  .2734375

ENTER NUMBER OF TRIALS:?
```

ACCESSION: 1138 BEGINNER MATH
GROUP: RATING: RECOMMENDED
SECTORS:30 BYTES: 7680
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 05/01/86 REVIEW DATE: 06/06/86
AUTHOR: DAVID & JOHN COOK

A graphics program which displays simple problems in addition, subtraction and multiplication. The student chooses the type of problem, the number of problems (up to 1000), and the largest integer to be used (up to 9). The program gives the student another try on incorrect answers, gives reinforcement through graphics and sound, and keeps score.
Level: preschool to Grade 2, for addition and subtraction.
Grades 3-6 for multiplication.



ACCESSION: 5945 BRAIN TEASER
GROUP: RATING: GOOD
SECTORS:34 BYTES: 8704
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: PAUL KAYNE

From Brain Busters vol. 1.
This program randomly selects math word problems that are very difficult to solve. LOAD and read program for more information.

```
#3

FIND THE SMALLEST NUMBER (X) OF PERSONS
A BOAT MAY CARRY SO THAT (N) MARRIED
COUPLES MAY CROSS A RIVER INS SUCH A
WAY THAT NO WOMAN EVER REMAINS IN THE
COMPANY OF ANY MAN UNLESS HER HUSBAND
IS PRESENT.  ALSO FIND THE LEAST NUMBER
OF PASSAGES (Y) NEEDED FROM ONE BANK TO
THE OTHER. ASSUME THAT THE BOAT CAN BE
ROWED BY ONE PERSON ONLY.
```

ACCESSION: 1000 CALCULATOR
GROUP: RATING: RECOMMENDED
SECTORS:17 BYTES: 0
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR: KEVIN ARMSTRONG

The computer is made to function as a calculator, which you might find handy for quick calculations. It will only accept two figures at a time, e.g. 76 + 96 = 172. Good for classroom use.

```
+  FOR ADDITION
-  FOR SUBTRACTION
*  FOR MULTIPLICATION
/  FOR DIVISION
^  FOR EXPONENTIATION
S  FOR SQUARE ROOT
A  FOR THE AREA OF A CIRCLE
T  FOR FAHRENHEIT TO CENTIGRADE
      CONVERSION
```

ACCESSION: 618 CHESS BOARD
GROUP: RATING: GOOD
SECTORS:7 BYTES: 1792
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/81 REVIEW DATE: 06/19/86
AUTHOR: LAWRENCE GUST

A program that starts with the number 1 and doubles it, then doubles every answer from that point on. Example: 1x2=2, 2x2=4, 4x2=8, etc.

1	2,048
2	4,096
4	8,192
8	16,384
16	32,768
32	65,536
64	131,072
128	262,144
256	524,288
512	1,048,576
1,024	2,097,1

ACCESSION: 1320 COIN TOSSING
GROUP:1320 RATING: GOOD
SECTORS:17 BYTES: 4352
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program asks the user to select the number of coins to be tossed. TAILS or HEADS is displayed on the screen for each toss. Totals and a ratio are reported at the end of the experiment.
Level: Grades 4-6.
Also included is HEADS/BINOMIAL which shows the student a binomial and asks him to square it. The program gives the student two tries before it solves the problem. It rewards the student with a short musical tone. To access this program, select COIN TOSSING, and load and list it.
Level: Grades 9 to adult.

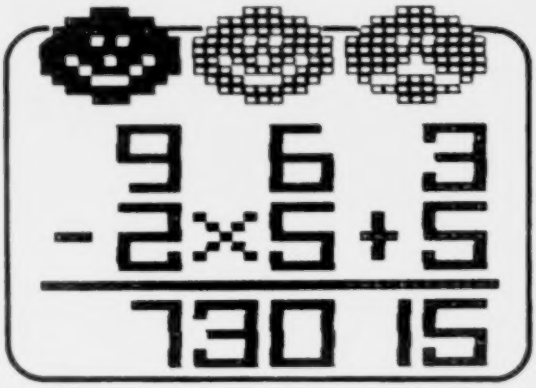
$$(6X+3)^2 =$$

$$?36X^2 + ?36X + ?9$$

CORRECT

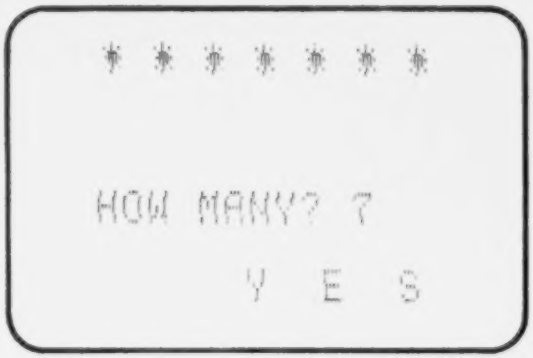
ACCESSION: 6046 COLOR MATH-REV 79
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 07/01/78 REVIEW DATE: 05/23/86
AUTHOR:

Modified 7/79.
Addition, subtraction, multiplication and division problems using lo-res graphics are presented. Problems continue until the student enters -99 as an answer. Rewards: a happy face for a correct answer and a frowny face and buzz for an incorrect answer. The program will not advance until a question is answered correctly.



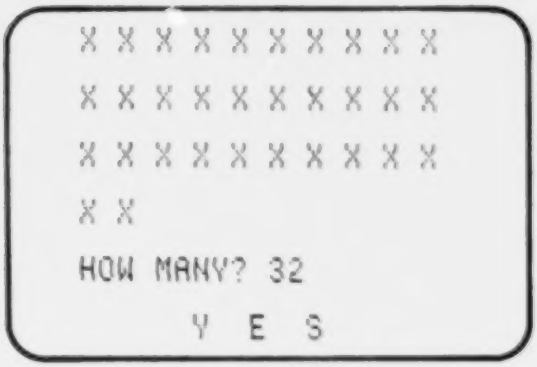
ACCESSION: 8638 COUNT TO 30
GROUP: RATING: GOOD
SECTORS:21 BYTES: 1792
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

This is a counting game for primary level children. It lets the child count up to the number 30.



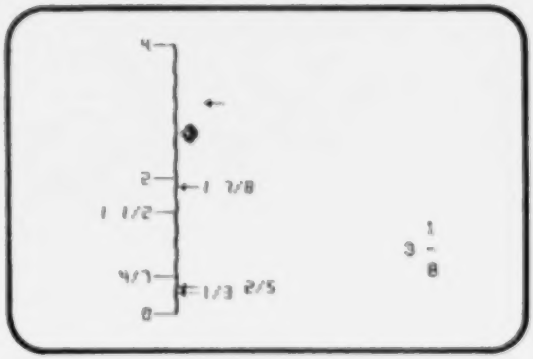
ACCESSION: 8639 COUNT TO ?
GROUP: RATING: GOOD
SECTORS:21 BYTES: 1792
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR:

This is a counting game for primary level children. It allows the student to choose the range to be counted up to forty numbers.



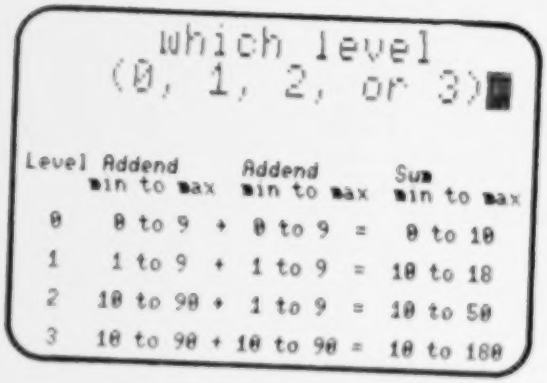
ACCESSION: 10062 DARTS
GROUP: RATING: RECOMMENDED
SECTORS:49 BYTES: 12544
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/79 REVIEW DATE: 06/23/86
AUTHOR:

In this game you are given three balloons on a number line. You aim your dart by entering the position on the number line of the balloon you wish to pop. To enter a number, you first type in the integer and press the spacebar. Then type in the numerator and the spacebar, and finally enter the denominator and the spacebar. This will throw the dart!



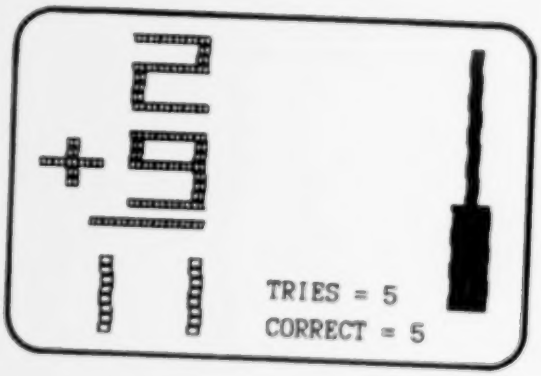
ACCESSION: 9520 DRILL
GROUP:9520 RATING: RECOMMENDED
SECTORS:38 BYTES: 5888
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR:

This program provides practice with the four basic math functions. The student can control the level of difficulty and the amount of time allowed for each response.



ACCESSION: 6491 DYNOMATH
GROUP: RATING: RECOMMENDED
SECTORS:19 BYTES: 4864
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 08/01/80 REVIEW DATE: 05/16/86
AUTHOR: LESLIE GRIMM

This is an addition/subtraction drill with graphics feedback. A firecracker explodes when the student answers 20 questions correctly. Wrong answers pour water on the firecracker, and the explosion won't be as impressive.
Level: grade 1.



ACCESSION: 1003 DIVISION
GROUP: RATING: GOOD
SECTORS:10 BYTES: 2560
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 05/15/79 REVIEW DATE: 07/04/86
AUTHOR: DUDLEY ACKERMAN

This program divides a number to any number of decimal places set by the user.
The user needs to know what dividends and divisors are.

```
DIVIDEND?23

DIVISOR?12

 1.917

DIVIDEND?567

DIVISOR?12

 47.250
```

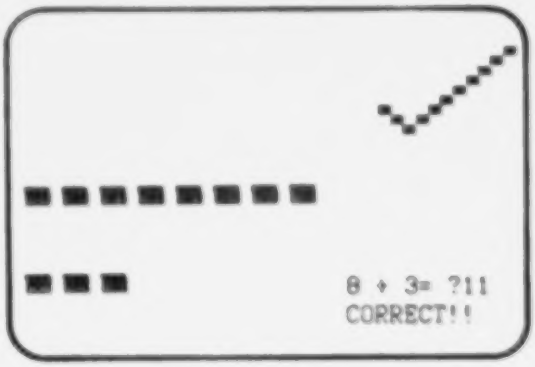
ACCESSION: 1139 DIVISION PRACTICE
GROUP: RATING: OK
SECTORS:7 BYTES: 1792
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR:

A text program which presents 10 simple division problems, gives the student his score and repeats up to three incorrectly answered questions for the student to try again. There is a "reward" message for a perfect score. Very cut and dry.
Level: Grades 3 to 5.

```
9 / 3 =          9 / 3 =
?3               ?3

GOOD!            GOOD!


6 / 2 =          8 / 2 =
?3               ?

GOOD!
```

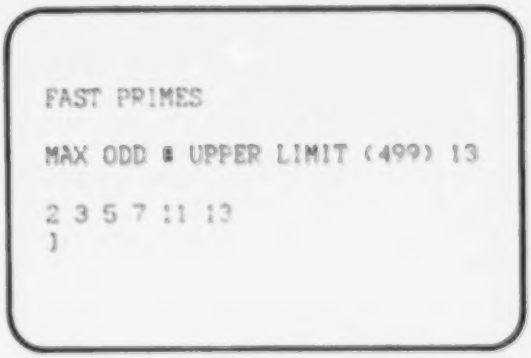
ACCESSION: 1322 ELEMENTARY MATH
GROUP: RATING: RECOMMENDED
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This is a lo-res graphics addition drill. Two rows of dots are displayed as the computer beeps out the count. The student is asked to add the numbers represented by the dots. The user has the option of specifying the number of incorrect answers permitted before moving on to another problem. To end a session type 99.
Level: K-grade 2.



ACCESSION: 3301 FAST PRIMES
GROUP: RATING: GOOD
SECTORS:3 BYTES: 768
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program calculates prime numbers within a given range.



ACCESSION: 6049 FLASH CARD
GROUP: RATING: GOOD
SECTORS:26 BYTES: 6656
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 08/01/79 REVIEW DATE: 06/23/86
AUTHOR: STEVE STEARNS

The student can practice addition, multiplication, or subtraction arithmetic problems with flashcards while trying to beat a time limit. If the answer is correct the computer beeps. Time limits get shorter as the student gets faster. Good documentation.

```
   8
X  2
  --
  16

ANSWER?

  16
```

ACCESSION: 1112 FRACTION DRILL PROGRAM
GROUP:1112 RATING: RECOMMENDED
SECTORS:80 BYTES: 20480
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: DALE WEBERG

This hi-res program has three sub-programs to reduce fractions, convert improper fractions into mixed numbers, and arithmetic drills with proper fractions, improper fractions and mixed numbers. A "work space" is provided to record intermediate calculations. This program gives polite error messages, keeps score, and provides the correct answer after three incorrect answers. Level: Grades 4-6.

```
  2   ?
 ---  =  ---
  4

REDUCE THIS FRACTION!!
WHAT IS THE VALUE OF THE NUMERATOR
TYPE A NUMBER FROM 1 TO 99??
```

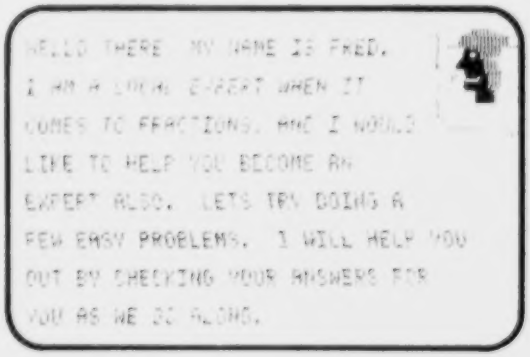
ACCESSION: 1188 GAMBLER
GROUP: RATING: NOT RECOMMENDED
SECTORS:5 BYTES: 1280
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: JAMES CARROLL

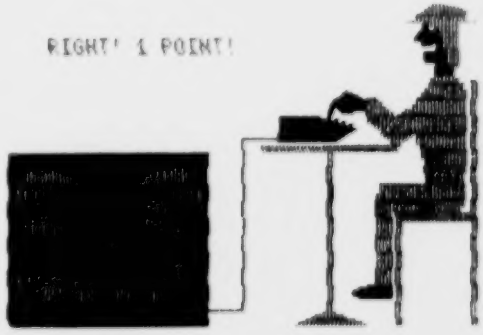
Players are asked to try to guess randomly selected numbers generated by the computer. The number spread is calculated by tens i.e. one player picks a number from 1-10, two players pick a number between 1-20. The screen dump is the program! No additional information is given to the student and only one response is accepted.

```
    I'M THINKING OF THE NUMBER
PLAYER NO. 1 GUESSED  10
THE NUMBER WAS
????????????????????????????????????

          4
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
PLAY AGAIN ?
?
```

ACCESSION: 9523 FRED FRACTION
GROUP: RATING: RECOMMENDED
SECTORS:65 BYTES: 16640
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

Fred works with fractions. The student chooses the functions and the level of difficulty. Notice that the return key moves the answer box (cursor).





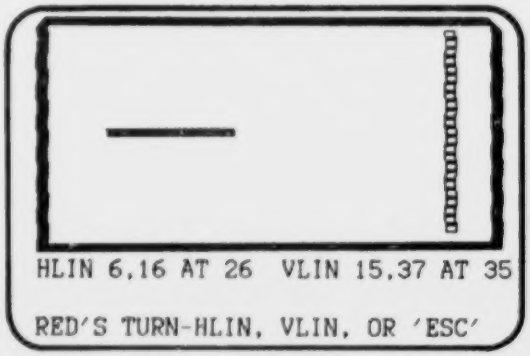
ACCESSION: 631 GAMBLERS RUIN
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 11/29/79 REVIEW DATE: 07/04/86
AUTHOR: H. EDELSTEIN

This program shows how the gambler is ruined even if the odds are fair. The player's net gain or loss is plotted after each play.

```
-----------------
HOUSE FUNDS: $2000
PLAYER'S FUNDS: $100
BET: $50

AFTER PLAY
-----------------
NO. OF PLAYS:      32
NO. OF WINS:       5
NO. OF LOSSES:     27
FRACTION WON:      .156
HOUSE FUNDS:       $2100
PLAYER'S FUNDS:    $0
```

ACCESSION: 6498 GRAPHICS GAME
GROUP: RATING: RECOMMENDED
SECTORS:63 BYTES: 16128
CATEGORY: MATH
SUBCAT: PROGRAMMING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 04/01/80 REVIEW DATE: 07/02/86
AUTHOR: BEN KONING

This graphics game requires two teams of players. The object is to put in the correct x and y coordinates to form a rectangle. When this is done, each team will try to put three dots inside the other team's rectangle. See PLOTTING POINTS (#7500-28 sectors) for a similar program. Use this program to help your students transfer LOGO turtle commands into BASIC statements.



ACCESSION: 7291 GREATEST COMM DENOM
GROUP: RATING: GOOD
SECTORS:4 BYTES: 1024
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/05/80 REVIEW DATE: 06/23/86
AUTHOR: DENNIS WARD

This program finds the greatest common denominator of two numbers provided by the user. Euclid's Algorithm is the method used.
Level: Grades 5-6.

```
A=6   B=3
A=3   B=3
A=0   B=3
THE GREATEST COMMON DENOMINATOR OF

6 AND 9 IS  3 .
```

ACCESSION: 7475 GUESS MY FRACTION
GROUP: RATING: GOOD
SECTORS:14 BYTES: 3584
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 10/01/80 REVIEW DATE: 07/16/86
AUTHOR: MARGE COLE

Adapted from Calculators and Computers Magazine, 8/77.
This is an exercise in the relative size of fractions. The student is asked to guess a fraction between 0 and 1. The computer tracks how many tries it takes to guess the correct fraction.

```
PLEASE TYPE A DIGIT,SLASH, DIGIT.

       WHAT IS YOUR GUESS?


PRESS RETURN AFTER GUESSING.3/4

YOU GOT IT!!!!! IN 2 GUESSES.
```

ACCESSION: 4118 HERB'S CALCULATOR
GROUP:4118 RATING: RECOMMENDED
SECTORS:27 BYTES: 6912
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 04/28/80 REVIEW DATE: 06/16/86
AUTHOR: HERB WRIGHT

This really is a calculator which seems to do everything a TI-35 will do. Once the program is loaded, enter a <?> to get the instructions.

```
HW-II

                456
```

ACCESSION: 10074 HEX/DEC CONVERTER
GROUP: RATING: RECOMMENDED
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT: PROGRAMMING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

With this program you can easily convert 5-digit decimal numbers into 4-digit hex. You can also convert hex to decimal.

```
INPUT A DECIMAL NUMBER LESS THAN 6553

          DECIMAL :78
              HEX :004E

DO YOU WANT TO CONVERT SOME MORE
```

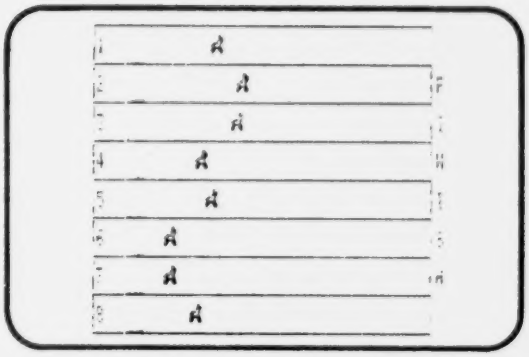
ACCESSION: 6050 LONG DIVISION
GROUP: RATING: GOOD
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 06/03/79 REVIEW DATE: 05/23/86
AUTHOR:

The student provides a division problem and watches the Apple solve it step-by-step. An optional slow speed feature allows the student to call out the intermediate steps before they are displayed on the screen.
Level: Grades 4-6.

```
        2 REM = 10
      -----
12 ) 34
     24
     ---
     10
```

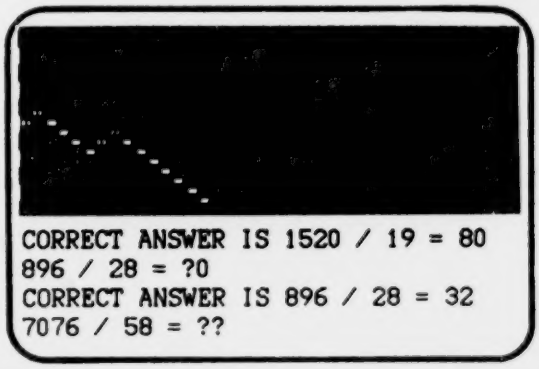
ACCESSION: 8143 HORSE RACE
GROUP: RATING: GOOD
SECTORS:18 BYTES: 4608
CATEGORY: HOBBY
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 11/30/99
AUTHOR:

Welcome to the Genz-Braun race track! The three year olds are racing 6 furlongs today!! Place your bets to win, place, or show. Up to 8 players can play this game as they learn about 'odds' and 'gambling'. Each player starts with $500 dollars to bet. May the best horse win! Follow the pattern for entering your bet, the horse, and win, place or show carefully. Input bet, horse number, W P S. Example - 350,3,W. Use a comma between each item.



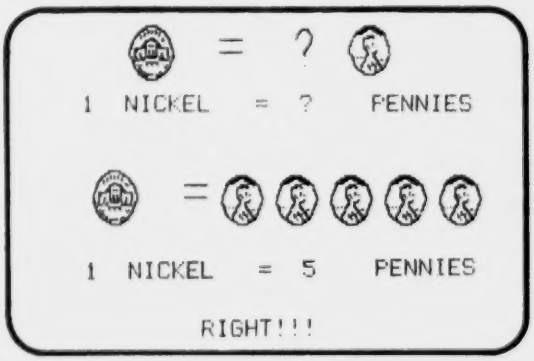
ACCESSION: 1140 MATH BY LEVELS
GROUP: RATING: GOOD
SECTORS:10 BYTES: 2560
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

A graphics math game with 4 levels of difficulty (addition, subtraction, multiplication and division). Each higher level includes all prior levels. The student is given 40 problems to solve in order to get to the top of the screen, at which point the student is graduated to the next level. The correct answer is displayed when the student's answer is wrong. The higher levels are hard!



ACCESSION: 9777 MAKING CHANGE
GROUP:9777 RATING: RECOMMENDED
SECTORS:64 BYTES: 16384
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 03/15/79 REVIEW DATE: 06/22/86
AUTHOR: LINDA SLOVICK

This program teaches the proportional values of coins. The graphics are wonderful.



DOLLAR	QUARTER	DIME	NICKEL	PENNY
= 100 CENTS	= 25 CENTS	= 10 CENTS	= 5 CENTS	= 1 CENT

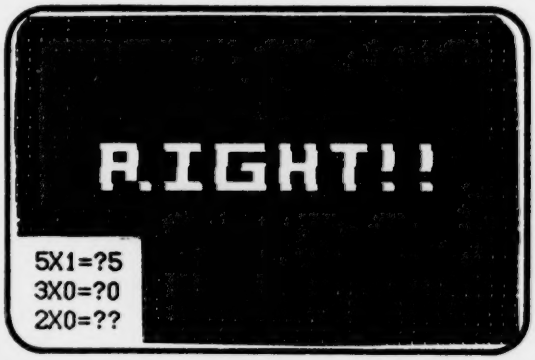
ACCESSION: 10065 MATH DECATHLON
GROUP: RATING: GOOD
SECTORS:67 BYTES: 17152
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/16/86
AUTHOR:

Welcome the the math Olympics! Three players can choose a country to be playing for and compete in 10 categories including speed math, lowest common denominator, clock math, penny battle, binary numbers, etc. This is a difficult game, but a lot of fun. The winner's national anthem plays at the end of the program.

* EVENT *	BILL			
MISSING #	20			
GUESS A #	15			
SPEED MATH	8			
CLOCK MATH	0			
MENTAL MATH	10			

ACCESSION: 1092 MATH PRACTICE
GROUP: RATING: OK
SECTORS:13 BYTES: 3328
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 07/04/86
AUTHOR: ROBERT J. KEIL

An arithmetic drill program that responds to correct answers with a graphic RIGHT!! The program will not give the correct response if a problem is answered incorrectly. The student can choose the function to work on. After 10 problems the student is returned to the menu where he can choose another set of problems.



ACCESSION: 7497 MATH QUIZ
GROUP: RATING: GOOD
SECTORS:21 BYTES: 5376
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 10/01/80 REVIEW DATE: 06/17/86
AUTHOR: BOBBY GOODSON

This program is a four function, whole number drill with 4 levels of difficulty. Each quiz presents 12 problems and gives the total number of questions asked and the percentage of correct answers. The program gives the correct response when an error is made.
8K Applesoft

```
OK, BILL
   ANSWER THESE QUESTIONS -

(REMEMBER TO PRESS 'RETURN' AFTER
ANSWER!)

     5          9 - 6 = ?3

CORRECT!
```

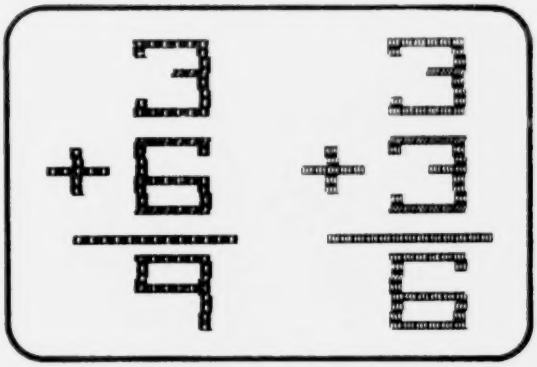
ACCESSION: 69 MATH TUTOR
GROUP: RATING: GOOD
SECTORS:21 BYTES: 5376
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 06/16/86
AUTHOR: MARK GUTIERREZ

Original by M. Mallow, August, 1976.
A program to tutor you in basic math. The student can choose which function to be drilled on. The program advances to the next problem if three incorrect answers are given to a question.

```
 #2 HOW MUCH IS 6 DIVIDED BY 3?2
THAT'S RIGHT JANET. TRY ANOTHER---

 #3 HOW MUCH IS 0 DIVIDED BY 3?0
THAT'S VERY GOOD! KEEP IT UP.

 #4 HOW MUCH IS 21 DIVIDED BY 7?3
THAT'S VERY GOOD! KEEP IT UP.

 #5 HOW MUCH IS 10 DIVIDED BY 5?2
THAT'S VERY GOOD! KEEP IT UP.
```

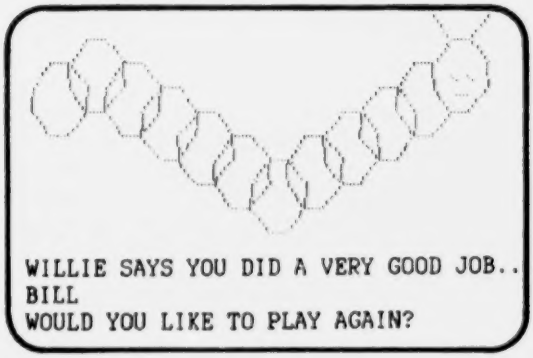
ACCESSION: 10068 MATH TUTOR
GROUP: RATING: GOOD
SECTORS:16 BYTES: 4096
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

Math tutor is an elementary level math tutorial. It will allow the student to choose the arithmetic function to work on as well as any number which may require special attention to use.



ACCESSION: 640 MATH WILLIE WORM
GROUP: RATING: RECOMMENDED
SECTORS:20 BYTES: 5120
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 12/01/80 REVIEW DATE: 06/22/86
AUTHOR:

Willie Worm allows a child to practice number facts while drawing a segment of Willie with each right answer. It takes 15 right answers to draw Willie. The degree of difficulty and the type of math problem may be selected by a teacher, parent or the child. For a perfect score, Willie wiggles his antennas!



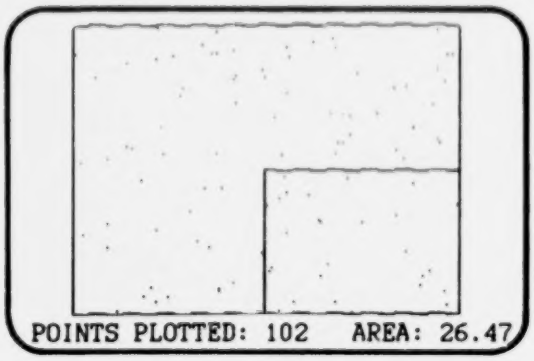
ACCESSION: 9737 MEET THE ROMANS
GROUP: RATING: RECOMMENDED
SECTORS:38 BYTES: 9728
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 11/17/80 REVIEW DATE: 07/02/86
AUTHOR: BOBBY GOODSON

Co-author Barbara Mumma.
A Roman numeral drill written in Applesoft. The program allows two students to change Roman numerals into numbers and numbers into Roman numerals. The program keeps score, gives immediate feedback and displays a color graph of the results at the end of the program.

```
IVXLCDMIVXLCDMIVXLCDMIVXLCDMIVXLCD
V
X
L   J, WHAT NUMERAL IS IX
C   ?9
D
M
I   S, WHAT NUMERAL IS  XC
V   ?110
X   OOPS, YOU MISSED THAT ONE!
L   IT SHOULD HAVE BEEN 90
```

ACCESSION: 649 MONTE CARLO
GROUP: RATING: GOOD
SECTORS:5 BYTES: 1280
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/26/79 REVIEW DATE: 06/19/86
AUTHOR: H. EDELSTEIN

A program that calculates an area by a random process. Points are randomly plotted in an area of 100 square inches. A smaller square of 25 square inches is drawn in this area.



ACCESSION: 1141 MULTIPLICATION PRACTICE
GROUP: RATING: OK
SECTORS:7 BYTES: 1792
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR:

A text program which presents 10 simple multiplication problems, gives the student his score and repeats up to three incorrectly answered questions for the student to try again. There is a "reward" message for a perfect score. Very cut and dry.
Level: Grades 3 to 5.

```
OK - THAT'S TEN QUESTIONS

YOU HAD  10  RIGHT
     AND  0  WRONG

  ********************
  *                  *
  *       WOW        *
  *                  *
  *  THAT'S PERFECT  *
  *                  *
  ********************
```

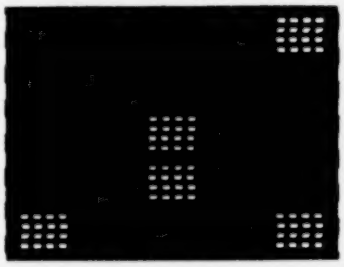
ACCESSION: 1303 MULTIPLICATION
GROUP: RATING: GOOD
SECTORS:13 BYTES: 3328
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 08/01/80 REVIEW DATE: 06/19/86
AUTHOR:

This program offers a choice between randomly selected drill problems or practice using a selected multiplier between 1 and 10.

```
YOUR A REAL LIVE GENIUS!

0 X 7 = ?
```

ACCESSION: 7463 MULTIPLICATION BINGO
GROUP: RATING: GOOD
SECTORS:34 BYTES: 8704
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 03/10/80 REVIEW DATE: 09/03/86
AUTHOR: BILL WALLQUIST

The program gives the student a multiplication problem to answer. When the answer is correct, the student earns a square. Five squares win BINGO. There is auditory and visual reinforcement.



5 X 12 = ?60

ACCESSION: 10066 MULTIPLICATION TUTOR
GROUP: RATING: RECOMMENDED
SECTORS:26 BYTES: 6656
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program gives the student practice in multiplying numbers. The top number will always have three digits but the student may choose how many digits the botton number may have - 1, 2 , or 3. The problems are randomly generated by the program so that the student will never get the same series of problems twice. The student may choose up to nine problems at a session. The program keeps score and gives verbal feedback.

```
 312
  73
 ----     THAT IS CORRECT, JANET.
  936
 2184     YOU MADE 1 ERROR.
 -----
22776     THE MATH DEPARTMENT IS
          PROUD OF YOU!
```

ACCESSION: 1013 MULTIPLY
GROUP: RATING: GOOD
SECTORS:9 BYTES: 2304
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 06/03/79 REVIEW DATE: 07/04/86
AUTHOR: DUDLEY ACKERMAN

This program allows you to multiply two numbers or raise a number to a power. Decimals may be used. Set the number length in line 4.

```
1ST NUMBER?78

2ND NUMBER?123

9594

1ST NUMBER?876

2ND NUMBER?456

399456
```

ACCESSION: 6073 MUSICAL MATH TEACHER
GROUP: RATING: RECOMMENDED
SECTORS:26 BYTES: 6656
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: CHARLES L. HEARN

Adapted from P. Schumacher, Kilobaud, Dec 1977. In this program addition, subtraction, multiplication and division drills use numbers between 4 and 9 unless the student specifies a larger range. The score is presented after each set of 10 problems. Correct answers are rewarded with music and a written phrase. Level: grades 1-4.

```
  4

+ 8
-----
=?12

NICE GOING, SANDY
.....BUT IT WAS EASY!
```

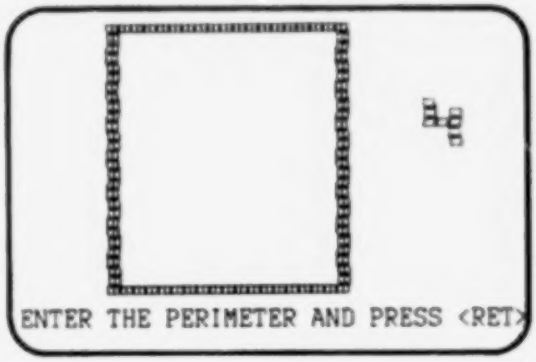
ACCESSION: 70 NUMBER LOGIC
GROUP: RATING: GOOD
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

In this program you must determine a four digit number. A (#) tells how many digits are correct, a (!) tells how many are in the correct position. The game keeps track of the number of guesses used.

```
1111
2222
3333 !####
4444
5555 !####
6666 !####
7777
8888 !####  WHAT IS YOUR GUESS??
3568 !####
8653 !####
5836 ####
```

ACCESSION: 9758 PERIMETER & AREA DRILL
GROUP: RATING: OK
SECTORS:36 BYTES: 9216
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: HARDY & RUSSEL

Find the perimeter and area of squares, rectangles, and triangles. No teaching information is provided to the student, i.e. formulas.



ACCESSION: 3314 PI
GROUP: RATING: GOOD
SECTORS:8 BYTES: 2048
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR:

This programs calculates pi to any length up to 32767 digits.

```
THE VALUE OF PI TO 6 DECIMAL PLACES

3.141593

>?
```

ACCESSION: 5815 POWERS OF TWO
GROUP: RATING: OK
SECTORS:2 BYTES: 512
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This program shows the different numbers derived by powers of the number two. Example: 8..3; 16..4; 32..5; etc.

```
16384..14
32768..15
65536..16
131072..17
262144..18
524288..19
1048576..20
2097152..21
4194304..22
8388608..23
16777216..24
```

ACCESSION: 1321 PRIME NUMBERS
GROUP: RATING: OK
SECTORS:4 BYTES: 1024
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This program lists all the prime numbers between 2 and 32766. The program pauses several times to ask if it should continue.
Level: Grades 4-6.

```
53
59
61
67
71
73
79
83
89
97
CONTINUE (RETURN=YES,N=NO)??
```

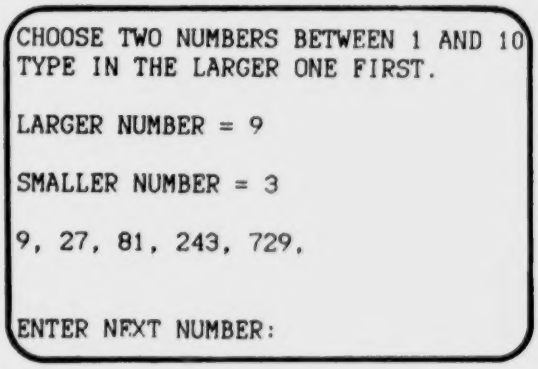
ACCESSION: 1094 REMEMBER NUMBERS GAME
GROUP: RATING: OK
SECTORS:12 BYTES: 3072
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program gives you a technique for remembering numbers.

```
0   Z , S
1   T , D , TH
2   N
3   M
4   R
5   L
6   J , CH, SH
7   K , C
8   F , V , PH
9   P , B
```

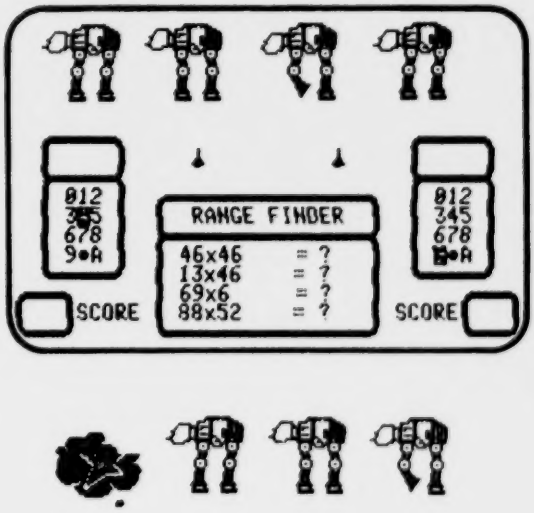
ACCESSION: 1302 SEQUENCES
GROUP: RATING: GOOD
SECTORS:13 BYTES: 3328
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 04/01/81 REVIEW DATE: 07/02/86
AUTHOR: LESLIE GRIMM

This program presents five numbers in a sequence and asks the user to supply the sixth.



ACCESSION: 9500 STALKER
GROUP: RATING: RECOMMENDED
SECTORS:68 BYTES: 17408
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

A math game where two players compete to answer math questions. The students can choose which function to work on, high and low numbers to work with, how many correct answers need to be given in order to win, and on what level to play. The higher the rank, the harder the problems.

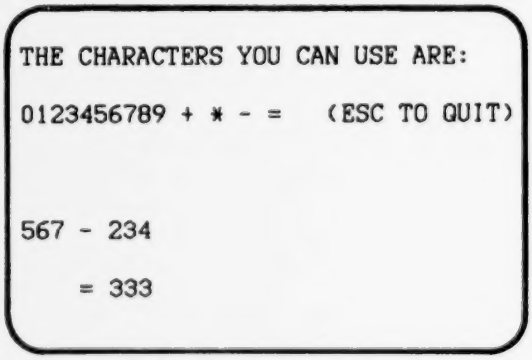


ACCESSION: 8656 SUPERMATH
GROUP: RATING: RECOMMENDED
SECTORS:55 BYTES: 14080
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/79 REVIEW DATE: 07/04/86
AUTHOR: RON GRAFF

This program permits the student to choose the type of problem to solve and the computer will give him a pretest to determine what level (1 - 99) to drill the student on.

ACCESSION: 1146 TALKING CALCULATOR
GROUP:1146 RATING: RECOMMENDED
SECTORS:71 BYTES: 18176
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: ROGER KEATING

A text program which "talks" as problems in addition, subtraction and multiplication are entered. Handles both positive and negative values but cannot handle numbers or calculations greater than 32,767 since the program is written in Integer Basic. To start the program, simply type in the number you want to start with.
Level: 6 to adult.



ACCESSION: 1202 TOM'S MATH DRILL
GROUP: RATING: OK
SECTORS:29 BYTES: 7424
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/12/86
AUTHOR: TOM JACOBSEN

A timed addition and subtraction drill with the number of seconds ticking by on the screen in large numerals. You have 15 seconds to answer each problem.

```
7   +  35   =  42

   11        00000
  111       0     0
   11       0     0
   11       0     0
   11       0     0
   11       0     0
 111111      00000
```

ACCESSION: 1021 TOTAL
GROUP: RATING: RECOMMENDED
SECTORS:5 BYTES: 1280
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR: TONY HUGHES

This program will total a list of figures entered by the user. A description can be entered to the right of the figure. It will subtract if you enter negative numbers. This is great for classroom use or for keeping track of all your monthly payments.

```
ENTER EACH FIGURE TO BE TOTALED
:500 RENT
:200 FOOD
:124 CLOTHES
:45  MEDICAL
:40  FUN
:189 CARL
:L
500 RENT
200 FOOD
124 CLOTHES          TOTAL:$824
```

ACCESSION: 9779 TTYDRILL
GROUP: RATING: GOOD
SECTORS:4 BYTES: 1024
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/03/86
AUTHOR: TIM AARONSON

A good math drill where the student can choose the level, function, and the amount of time to be given to answer the problems.

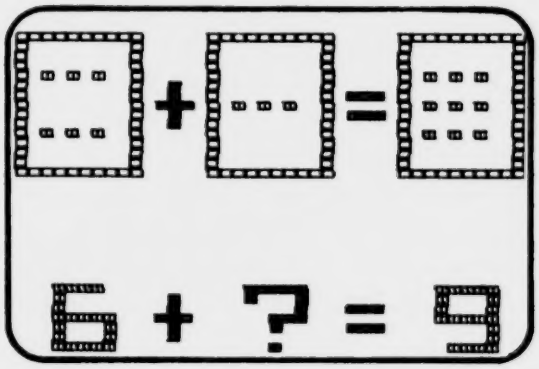
```
WHICH LESSON (0, 1, 2, OR 3) ?1

ADD, SUBTRACT, MULTIPLY OR DIVIDE?A
HOW MANY SECONDS PER PROBLEM ?4
          C 6 + 6 = 12

          X 7 + 4 = 13

          X 2 + 7 = 14

            7 + 3 =
```

ACCESSION: 10071 VISIBLE BUBBLE SORT
GROUP: RATING: RECOMMENDED
SECTORS:42 BYTES: 10752
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program will show you everything you have ever wanted to see about a bubble sort. The menu options include a hidden sort, a visual sort, a bubble sort and a quit option. The visual sort allows you to see the program in action as it sorts through a vocabulary list.

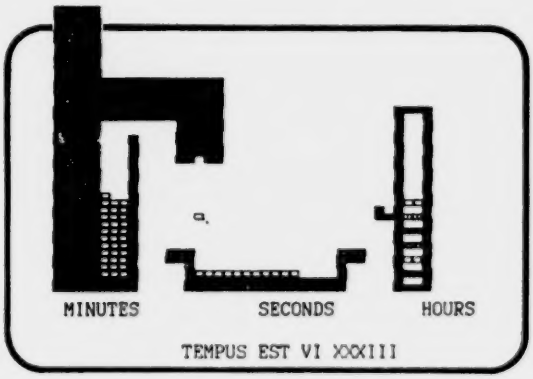
```
   WORD LIST    I= 4    J= 4+1= 5

   1   APPLE                STORAGE
   2   ARE
   3   COMPUTERS                LAB
A$(I)= THIS
A$(J)= PLAY          SWAP 'EM
   6   RECREATION
   7   LAB
   8   GAME
```

ACCESSION: 8663 BOXES
GROUP: RATING: RECOMMENDED
SECTORS:21 BYTES: 5376
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/79 REVIEW DATE: 06/23/86
AUTHOR:



This program shows the student boxes with dots and asks him to fill in the numerical equivalent. After ten problems it asks the user to select addition (+) or subtraction (-) problems and the problems continue. The score is kept on the bottom line of the screen. It's impossible to miss a problem since the computer says "nope" to a wrong answer.

ACCESSION: 9089 CAESAR'S WATCH
GROUP: RATING: RECOMMENDED
SECTORS:12 BYTES: 3072
CATEGORY: MATH
SUBCAT: CLOCK
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/26/86
AUTHOR: THE BARGAIN BOX



This program lets you tell time with a water clock. Water drips from a faucet as the seconds tick by, filling a reservoir that keeps track of the minutes and hours. The time is shown on the bottom of the screen with Roman numerals and 'the time is' in Latin. It really drips 60 colored blocks for the seconds and then shoots them over to the minute holding tank. It's wonderful to watch!

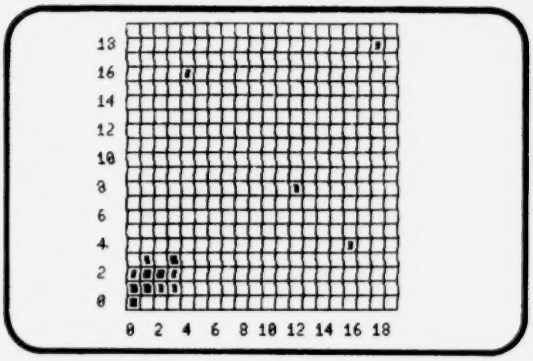
ACCESSION: 5821 VOCAL APPLE (MATH)
GROUP: RATING: OK
SECTORS:4 BYTES: 1024
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 02/01/80 REVIEW DATE: 06/23/86
AUTHOR:

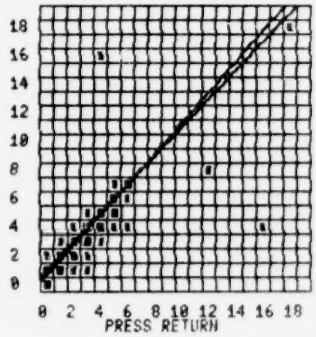
This is an addition drill. If the wrong answer is given the computer will not provide the correct answer. The "vocal" part of this program is a brief high pitch scale.

```
HIDDEN BEHIND A GRID WHICH
I WILL SHOW YOU, THERE ARE
TWO INTERSECTING LINES.

TRY TO GUESS WHERE THEY CROSS
BY ENTERING THE COORDINATES
OF YOUR GUESS.

I WILL GIVE YOU COLOR CLUES TO HELP

YOU.  OBSERVE THAT TWO LINES DIVIDE
```

ACCESSION: 9503 XZONE
GROUP: RATING: RECOMMENDED
SECTORS:26 BYTES: 6656
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

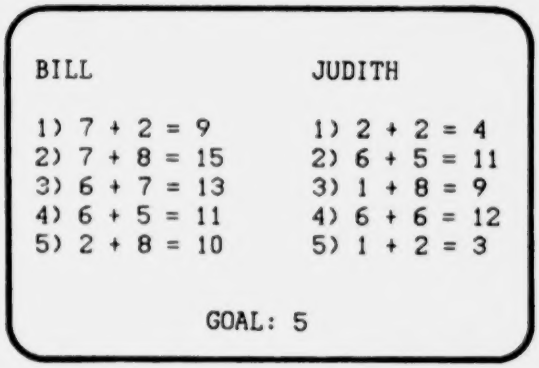
Find the intersection of two lines on a grid using cartesian coordinates. This game is not easy.





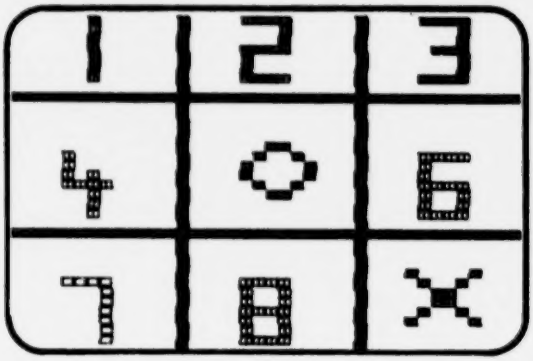
ACCESSION: 7488 ADDITION RACE
GROUP: RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: MATH
SUBCAT: EYE-HAND COORDINATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: PADDLE
PROGRAM DATE: 10/21/80 REVIEW DATE: 06/17/86
AUTHOR: KEVIN WACKNOV

This program gives each of two players a list of addition problems. In order to win, each player must solve his set of problems before his opponent. A paddle must be used to select the correct answer and the button pushed before the choice is recorded. Each team selects the total number of problems to be solved to win the game. 16K Applesoft



ACCESSION: 4114 ARITHMETIC TAC DOUGH
GROUP: RATING: RECOMMENDED
SECTORS:24 BYTES: 6144
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR: BRYAN BUTLER

In this Tic-Tac-Toe game, the player picks a square, the Apple asks a math question, and if the player enters the correct answer, the player wins the square. Each player chooses the type of math question (addition, subtraction, multiplication) he wants to answer and the number of seconds he has to solve it in.



ACCESSION: 9019 BATTLESHIP 2
GROUP: RATING: GOOD
SECTORS:49 BYTES: 12544
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/26/86
AUTHOR: JEFF MASON

It's your Navy (1 battleship, 1 cruiser and 2 destroyers) against Admiral Apple in this interpretation of the pencil and paper game. The game is played on a 10 x 10 grid. Enter coordinates down and over e.g. 5,7. That is five down and seven to the right.

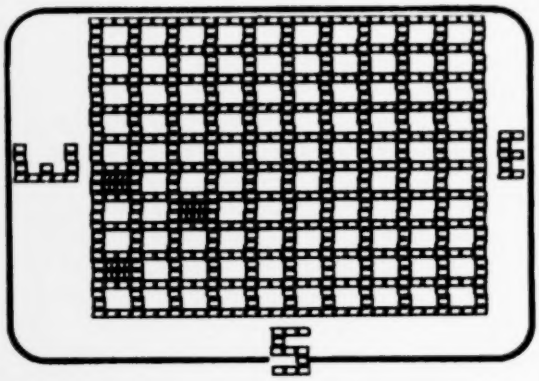
```
- ^ - - D D D - - - 0
* - - C - - - - - - 1 MY TURN...
- - - - C - - - - - 2 MY GUESS IS
- - - - - C - - - - 3
- - - - - - C - - - 4 HIT OR MISS?
- - - - - - - B - - 5
- - - - - - - B - - 6
- D D D - - - B - - 7
- - - - - - - B - - 8
- - - - - - - B - - 9
0 1 2 3 4 5 6 7 8 9
```

ACCESSION: 8484 DOTS
GROUP: RATING: RECOMMENDED
SECTORS:19 BYTES: 4864
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

In this program you connect dots to form as many squares as possible and try to outwit your opponent. The program uses coordinates to plot squares on a grid and rewards players with a square of color.

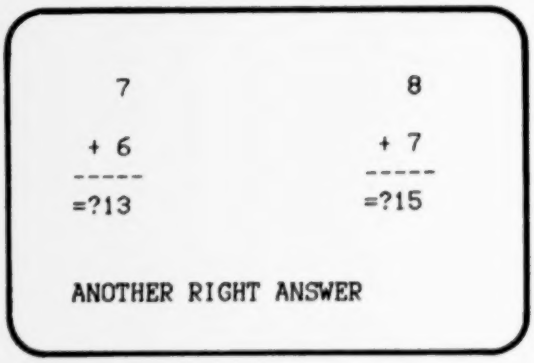
```
  0 1 2 3 4 5 6 7 8 9
0 · · · · · · · · · 0
1 · · · · · · · · · 1
2 · · · · · · · · · 2
3 · · · · · · · · · 3
4 · · · · · · · · · 4
5 · · · · · · · · · 5
6 · · · · · · · · · 6
7 · · · · · · · · · 7
8 · · · · · · · · · 8
9 · · · · · · · · · 9
  0 1 2 3 4 5 6 7 8 9
TO PLOT A LINE, TYPE IN THE COORDINATES
OF ITS END POINTS
```

ACCESSION: 8632 HURKLE
GROUP: RATING: RECOMMENDED
SECTORS:11 BYTES: 2816
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/03/86
AUTHOR:



A hurkle is hiding in a ten by ten grid. Try to find the hurkle by guessing what column and row it's in. After each try the computer helps the student by telling which direction to go to find the hurkle.

ACCESSION: 1314 MUSIC MATH
GROUP: RATING: GOOD
SECTORS:26 BYTES: 6656
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: CHARLES L. HEARN



Adapted from P. Schumacher, Kilobaud, Dec 1977. This program presents addition, subtraction, multiplication and division drills using numbers between 4 and 9 unless the student specifies a larger range. The score is presented after each set of 10 problems. Correct answers are rewarded with music and a written phrase. Level: grades 1-4.

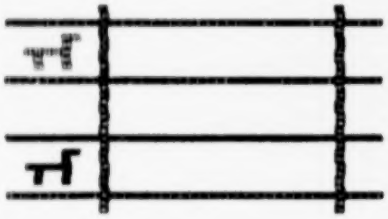
ACCESSION: 9781 PIZZA
GROUP: RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/03/86
AUTHOR:

This is a pizza delivery game. You must tell the delivery boy where each pizza is to be delivered by column and row.

```
3   ROB   JIM   PAT   TED   3
-                         -
-                         -
-                         -
2   ANN   SAM   MOE   PAM   2
-                         -
-                         -
-                         -
1   BOB   SUE   KIM   JOE   1

THE ABOVE MAP SHOWS THE HOUSES WHERE YOU
ARE TO SEND PIZZAS. YOUR JOB IS TO GIVE
A DRIVER THE LOCATION FOR DELIVERY.
   WANT MORE DIRECTIONS?
```

ACCESSION: 8480 THE COLT RACE
GROUP: RATING: OK
SECTORS:32 BYTES: 8192
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/04/82 REVIEW DATE: 06/11/86
AUTHOR: LINDA ESTRADA

This is a math game in which two players race their horses to the finish line by correctly answering division problems to 4 decimal places. The horses advance when a player gives a correct answer. The problems are extremely difficult, many requiring a calculator and the graphics are a little too "cutesy" for the level of this game. Level: Grades 9 - college.



JANET, ENTER YOUR ANSWER.

ACCESSION: 8495 YAHTZEE
GROUP: RATING: RECOMMENDED
SECTORS:50 BYTES: 12800
CATEGORY: MATH
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: GARY A. FOOTE

This is the traditional game of Yahtzee. Play against other players and/or the computer. Each player scores the value of his roll of dice in order to out score his opponents. There is excellent documentation on the disk.

```
 7 3/KIND                          * *
 8 4/KIND                       3   *
 9 FL.HOUSE                        * *
10 SM.STRT     30        0        -----
11 LG.STRT                          *
12 YAHTZEE                      4
13 CHANCE                         *
LOWER TOTAL    30        0        -----
GRAND TOTAL    30        0          *
                                5
SANDY'S TURN         ROLL# 1      *
                                  -----
ENTER: P FOR POSSIBILITIES, S FOR SCORE
R FOR ANOTHER ROLL:
      R O U N D  2  G A M E  1
```

ACCESSION: 10070 GEOMETRY FORMULAS
GROUP: RATING: RECOMMENDED
SECTORS:40 BYTES: 10240
CATEGORY: MATH
SUBCAT: GEOMETRY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program provides 23 geometry formulas for perimeter, circumference, area, volume, surface area, and hypotenuse of right triangles. Select the formula that you want to work on and the computer will display the formula and ask you to enter the numerical information.

```
        AREA OF A RECTANGLE

        AREA = LENGTH X WIDTH

ENTER THE LENGTH--5

ENTER THE WIDTH--2

AREA =  10
```

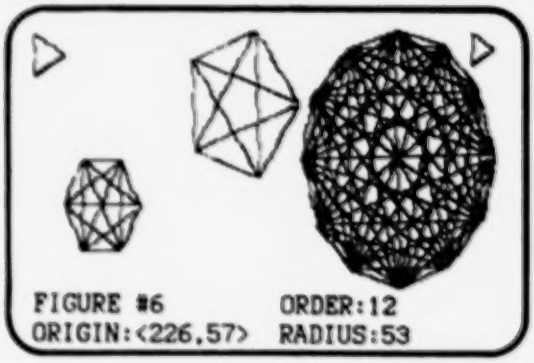
ACCESSION: 7336 TRIANGLE SOLUTIONS
GROUP: RATING: GOOD
SECTORS:14 BYTES: 3584
CATEGORY: MATH
SUBCAT: GEOMETRY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program will find the unknown features of any triangle, given one side and any two other parts.

```
ANGLE (DEG)60    60              60
      (MIN)0     0               0
      (SEC)20    20              20

ALT TO SIDE17.32050681           17.32050
81              17.3205081


PADIUS OF CIRCUMSCR CIRCLE  =  11.547005
4
RADIUS OF INSCRIBED CIRCLE  =  5.7735026
9
          AREA OF TRIANGLE  =  173.20508
1
```

ACCESSION: 5814 POLYGONS
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: MATH
SUBCAT: GRAPHICS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 10/01/79 REVIEW DATE: 06/11/86
AUTHOR: ROGER WAGNER

This program draws hi-res polygons.



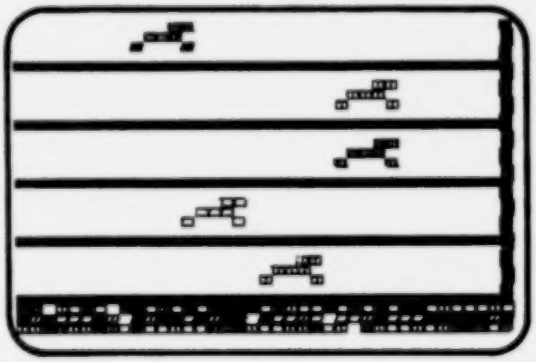
ACCESSION: 8468 EDUC-GAMEPAK
GROUP: RATING: OK
SECTORS:54 BYTES: 13824
CATEGORY: MATH
SUBCAT: GAME-TEXT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/78 REVIEW DATE: 07/02/86
AUTHOR: JOHN COOK

A computer simulation of two businesses - a plant stand and a lemonade stand. This program teaches the relationship of business expenses to profits.

```
DAY 1

STAND #1
GLASSES MADE ....15
SIGNS ...........1
PRICE ...........10 CENTS
GLASSES SOLD ....15
INCOME TODAY ....$1.50
EXPENSES TODAY ..$0.45
PROFIT TODAY ....$1.05
CURRENT ASSETS ..$3.05
```

ACCESSION: 9018 AT THE TRACK
GROUP: RATING: GOOD
SECTORS:19 BYTES: 4864
CATEGORY: MATH
SUBCAT: HOBBY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/16/86
AUTHOR: JIM KELLY

In this game you pick from a field of six color coded horses. Each player is allowed to bring $5000 to the track for initial betting. The program keeps track of the players and their current financial position. Music is played at the beginning of each race.
Level: 6 to adult.



ACCESSION: 9026 SLOT MACHINE #2
GROUP: RATING: OK
SECTORS:16 BYTES: 4096
CATEGORY: MATH
SUBCAT: HOBBY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

You decide how much money to bet in this slot machine game. Each picture is labeled after the handle is pulled. The computer keeps track of all of your money. Press "P" to play or "Q" to quit.

ACCESSION: 243 FOURTH GRADE DEMO
GROUP: RATING: RECOMMENDED
SECTORS:14 BYTES: 3584
CATEGORY: MATH
SUBCAT: LANGUAGE ARTS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 05/01/79 REVIEW DATE: 06/23/86
AUTHOR: N.K. GOTHIE

This program allows you to enter your name or anything else and watch the 'screen magic ' happen! You can also add and multiply fractions and do an alphabetical list of any items. The computer will give correct answers if the student is stumped.

```
ENTER FIRST NUMERATOR
?7
ENTER FIRST DENOMINATOR
?6
ENTER SECOND NUMERATOR
?8
ENTER SECOND DENOMINATOR
?7
        7        8        1
        -   *    -   =   1-
        6        7        3
```

ACCESSION: 7490 BAGELS
GROUP: RATING: RECOMMENDED
SECTORS:21 BYTES: 5376
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: CHARLES SULLIVAN

This is the classic number game of Bagels. In this version the player chooses the size of the number to guess (3 to 10 digits) and enters a guess. The computer gives a clue that tells the player how close he is to the target number. This program has good screen prompts. Applesoft 8K.

```
GUESS #1? 123
PICO                    FERMI
                    ONE DIGIT IN
GUESS #2? 145       RIGHT PLACE.
PICO

GUESS #3? 167         BAGELS
PICO PICO           NO DIGITS
                    MATCH TARGET
GUESS #4? 189       NUMBER.
PICO
```

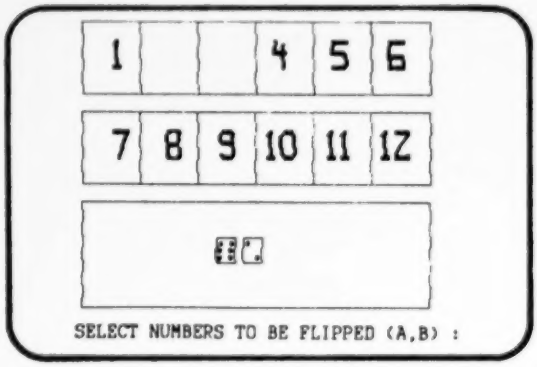
ACCESSION: 8483 BATNUM
GROUP: RATING: OK
SECTORS:19 BYTES: 4864
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: DAVID AHL

This is a NIM type game in which the players get to set all the rules. The game is a battle of numbers in which the player and the computer compete to remove stones from a pile.

```
THE SCORE IS NOW

COMPUTER: 0    PLAYER: 0

COMPUTER TAKES 1 AND LEAVES 39

YOUR MOVE: 2

COMPUTER TAKES 1 AND LEAVES 36

YOUR MOVE:
```

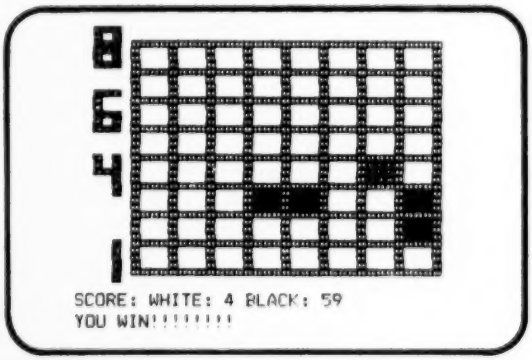
ACCESSION: 9025 LOW SCORE II
GROUP:9025 RATING: GOOD
SECTORS:26 BYTES: 6656
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 08/30/80 REVIEW DATE: 05/26/86
AUTHOR: RUDY A. GUY

You can play against the computer or a friend. Roll the dice and decide what numbers to remove that add up to the roll of the dice. The game lets you choose the number of rounds played and keeps a cumulative score. Remember, the player with the lowest score wins.



ACCESSION: 9780 OTHELLO
GROUP: RATING: RECOMMENDED
SECTORS:17 BYTES: 4352
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/14/86
AUTHOR: GARY SHANNON

Type in your coordinates to win this game against the computer. You must leave more black squares than white on the graphics screen. The computer is slow as it moves against you. Sound effects make the game fun as the squares turn color.



ACCESSION: 9766 TEXT OTHELLO
GROUP: RATING: RECOMMENDED
SECTORS:28 BYTES: 7168
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/03/86
AUTHOR: KEVIN ARMSTRONG

Try to beat the computer at "Othello", a game where you try to capture all of your opponent's pieces by flipping them to your "X" or "O". This version uses row/column coordinates for placment of game pieces.

```
I WILL MOVE TO 2, E
THAT GIVES ME 2 OF YOUR PIECES
YOUR MOVE -- (ROW,COL) ?
     A  B  C  D  E  F  G  H
  1  .  .  .  .  .  .  .  .
  2  .  .  .  .  X  .  .  .
  3  .  .  .  .  X  .  .  .
  4  .  .  .  O  X  .  .  .
  5  .  .  .  O  X  X  .  .
  6  .  .  .  O  .  .  .  .
  7  .  .  .  .  .  .  .  .
```

ACCESSION: 7484 REVERSE
GROUP: RATING: GOOD
SECTORS:13 BYTES: 3328
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/80 REVIEW DATE: 05/22/86
AUTHOR: TIP HAMMACK

Co-author Marge Cole. Adapted from D. Ahl's Basic Computer Games.
In this program the student arranges a list of numbers in order, lowest to highest, left to right. To move, tell the computer how many numbers you want to reverse, beginning at left.Example: To reverse 4 numbers -
The list is 2 3 4 5 1 6 7 8 9
The result should be 5 4 3 2 1 6 7 8 9
Requires 32K Applesoft.

```
 HOW MANY SHALL I REVERSE?

TYPE <RETURN> AFTER INPUT
OR 'Q', <RETURN> TO GIVE UP!

?4

13254

 HOW MANY SHALL I REVERSE?
```

ACCESSION: 7504 TRAP
GROUP: RATING: GOOD
SECTORS:17 BYTES: 4352
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/01/78 REVIEW DATE: 06/17/86
AUTHOR: STEVE ULLMAN

Modified by G. Larsen, 7/79.
A number guessing game to increase logical thinking skills. The player has six tries to "trap" the computer's number between 1 and 100. The student is prompted with:
Guess number 4?
Previous guess 10,50

```
PREVIOUS GUESS WAS 25,29

GUESS NUMBER 6 30,30

          YOU GOT IT !!!

            TRY AGAIN? (Y/N)??
```

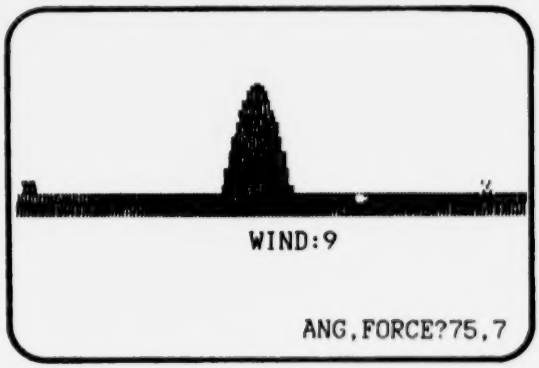
ACCESSION: 7503 THE FUNCTION GAME
GROUP: RATING: GOOD
SECTORS:19 BYTES: 4864
CATEGORY: MATH
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 09/17/80 REVIEW DATE: 07/16/86
AUTHOR: KEVIN WACKNOV

A problem solving game involving functions. The computer thinks of a function and a target number. The student is asked to come up with two numbers that will produce the target number when they are plugged into the function. The computer reveals the target number, but not the function. The function is supposed to be deduced from errors made. The program will never give an answer!
16K Applesoft

```
PLEASE INPUT VALUES FOR A AND B.
A = 20
B = 1

A= 20       B= 1
A (@) B = 42

YOU GOT IT!! YOU HIT THE TARGET
IN 3 TRIES!!
     THE FUNCTION WAS:
     X = B * 2 + A * 2
```

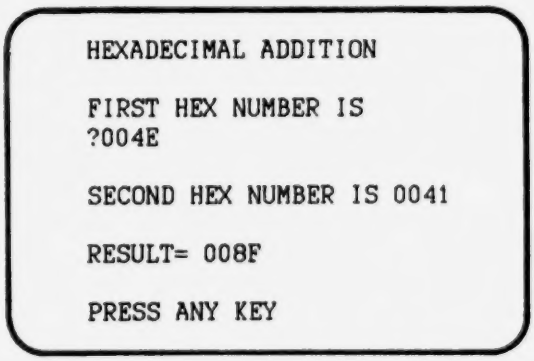
ACCESSION: 7470 ARTILLERY
GROUP: RATING: GOOD
SECTORS:14 BYTES: 3584
CATEGORY: MATH
SUBCAT: LOGO
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/22/86
AUTHOR:

This program teaches the student to estimate angles, and to consider the effect of wind speed, direction and force to shoot at the opposing player.



ACCESSION: 5705 HEX CONV
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: PROGRAMMING AIDS
SUBCAT: MATH
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/22/86
AUTHOR: JUDD ELLMERS

This is a conversion program that converts decimal to hex, hex to decimal, shows the Nybble table, and hex addition and hex subtraction.



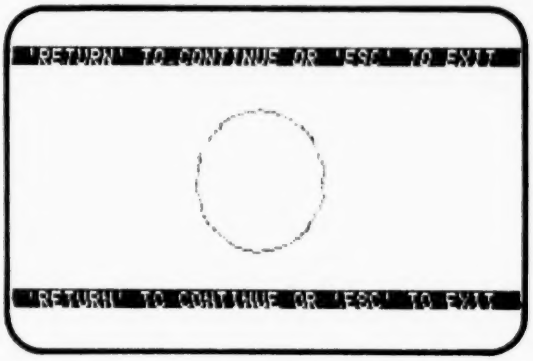
ACCESSION: 6054 PICK-A-BASE
GROUP: RATING: GOOD
SECTORS:6 BYTES: 1536
CATEGORY: MATH
SUBCAT: PROGRAMMING AIDS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/22/86
AUTHOR: DON WILLIAMS

Co-author Val Golding.
This program converts numbers from any base to any other base, range 2 to 36.

```
TYPE '.' TO EXIT; '/' FOR NEW BASE

FROM BASE 16     BASE 10    TO BASE 8

34               52         64
65               101        145
87               135        207
13               19         23
27               39         47
```

ACCESSION: 10067 GRAPHICS TUTOR
GROUP: RATING: GOOD
SECTORS:36 BYTES: 9216
CATEGORY: MATH
SUBCAT: PROGRAMMING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program is a tutorial on the high resolution graphics on the Apple. Circles are plotted first using a couple of different methods. The program displays the listing of the critical lines of the program on the screen after the graph has been plotted.



ACCESSION: 1014 NUMBER BASE CONVERTER
GROUP: RATING: OK
SECTORS:9 BYTES: 2304
CATEGORY: MATH
SUBCAT: PROGRAMMING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 06/19/86
AUTHOR:

This program is generally useful in converting numbers to and from hexadecimal. It asks for the number to be converted, its base and the base you want it to be.

```
NUMBER YOU WANT CONVERTED?34

ITS BASE IS?8

AND THE BASE YOU WANT IT TO BE?10

ANSWER IS 28
NUMBER YOU WANT CONVERTED??
```

ACCESSION: 642 METRIC GAS PRICE
GROUP: RATING: RECOMMENDED
SECTORS:4 BYTES: 1024
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE. / / REVIEW DATE: 07/04/86
AUTHOR:

This program allows you to convert the price per gallon of gas from a litre price starting at 33.5 cents/litre and ending at your current cost.

```
?40
PRICE/LITRE  =  PRICE/GALLON

33.5            126.8
33.6            127.18
33.7            127.55
33.8            127.93
33.9            128.31
34              128.69
34.1            129.07
34.2            129.45
```

ACCESSION: 643 METRIC KELVIN TEMP
GROUP: RATING: RECOMMENDED
SECTORS:5 BYTES: 1280
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/16/86
AUTHOR:

A metric temperature conversion program that allows you to convert temperatures in Fahrenheit, Centigrade, and Kelvin scales.

```
TEMPERATURE =80

DEGREES        DEGREES        DEGREES
FAHRENHEIT     CENTEGRADE     KELVIN

80             26.6666667     299.846


TYPE 'P' TO PROCEED  ?
```

ACCESSION: 645 METRIC TEMP
GROUP: RATING: OK
SECTORS:4 BYTES: 1024
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

This is another temperature conversion program.

```
DO YOU WANT 'F TO C' OR 'C TO F'?


WHAT IS THE TEMPERATURE IN DEGREES
FAHRENHEIT ? 80


80 DEGREES FAHRENHEIT EQUALS 26.66
DEGREES CENTIGRADE.
DO YOU HAVE ANOTHER PROBLEM (Y/N)
```

ACCESSION: 647 METRIC TEMPERATURE
GROUP: RATING: OK
SECTORS:7 BYTES: 1792
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 05/18/80 REVIEW DATE: 06/19/86
AUTHOR: ED HANLEY

This program will convert degrees Celsius to Farenheit and degrees Farenheit to Celsius.

```
DEGREES? 80C

80 DEG. C = 176 DEG. F

ANOTHER CONVERSION?

                (ANY KEY OR 'N')?
```

ACCESSION: 648 METRIC VOLUME
GROUP: RATING: RECOMMENDED
SECTORS:26 BYTES: 6656
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

Convert metric volume to U.S. volume and U.S. volume to metric. Some of the measurements included are cubic yards, cubic meters, cubic feet, cubic inches, bushels, cubic centimeters, liters, milliliters.

```
ENTER THE INDEX NUMBER OF THE
DESIRED CONVERSION?14

      VALUE TO BE CONVERTED?4

4 QUARTS(LIQ)=3.7852 LITERS

ENTER THE INDEX NUMBER OF THE
DESIRED CONVERSION?
```

ACCESSION: 1009 METRICS AREA
GROUP: RATING: GOOD
SECTORS:17 BYTES: 4352
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 06/19/86
AUTHOR: MAX J. NAREF

This program converts measurements between metric units and English units. Some of the units involved are square miles, square kilometers, acres, hectares, square inches, and square centimeters.

```
TO END PROGRAM ENTER 777
FOR INDEX ACCESS ENTER 888
ENTER UNIT IDENTIFICATION NUMBER?1
VALUE TO BE CONVERTED?30
30 SQ.MILES=77.7 SQ.KILOMETERS
VALUE TO BE CONVERTED?
```

ACCESSION: 1010 METRICS KITCHEN
GROUP: RATING: GOOD
SECTORS:17 BYTES: 4352
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 06/16/86
AUTHOR: MAX J. NAREFF

This program does common metric conversions for items in the kitchen. Examples would be teaspoons, milliliters, tablespoons, quarts, cubic centimeters, liters, grams, ounces, etc.

```
FOR ACCESS TO INDEX ENTER 888
ENTER INDEX NUMBER OF DESIRED
CONVERSION?9
VALUE TO BE CONVERTED?3
3OUNCES(DRY)=85.05 GRAMS
VALUE TO BE CONVERTED?
```

ACCESSION: 1011 METRICS LENGTH
GROUP: RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: MAX J. NAREFF

This program does metric conversions for length. Examples would be miles, kilometers, meters, yards, feet, centimeters, inches, etc.

```
ENTER LIST NUMBER OF UNIT TO BE
CONVERTED?1

VALUE TO BE CONVERTED?50

50MILES 80.45 KILOMETERS

VALUE TO BE CONVERTED??
```

ACCESSION: 1012 METRICS TEMPERATURE WEIGHT
GROUP: RATING: GOOD
SECTORS:20 BYTES: 5120
CATEGORY: MATH
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 06/16/86
AUTHOR: MAX J. NAREFF

This program does metric conversions for temperature and weight. Examples are Fahrenheit, Celsius, ounces, grams, kilograms, milligrams, pounds, tons, metric tons, etc.

```
TO END PROGRAM ENTER 777

FOR INDEX ENTER 888

ENTER THE SELECTED INDEX NUMBER?6

     VALUE TO BE CONVERTED?145

145 POUNDS=65.772 KILOGRAMS
```

ACCESSION: 8485 HAMMURABI
GROUP: RATING: GOOD
SECTORS:19 BYTES: 4864
CATEGORY: MATH
SUBCAT: SOCIAL STUDIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

In this program you try your hand at governing ancient Sumeria successfully. The player has to plant grain for seed for next years crops, to feed people, and rats.

```
POPULATION IS NOW 95

THE CITY NOW OWNS 1000 ACRES.

YOU HARVESTED 3 BUSHELS PER ACRE.

RATS ATE 334 BUSHELS

YOU NOW HAVE 2500 BUSHELS IN STORE

LAND IS TRADING AT 26 BUSHELS PER
```

ACCESSION: 1137 APPLESTAND
GROUP: RATING: OK
SECTORS:26 BYTES: 6656
CATEGORY: MATH
SUBCAT: SIMULATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: BOB JAMISON

Modified for Apple II by Earl Keyser and John Cook, 1978.
An economics simulation which allows students to investigate the effects of price changes on the sales and income of a small applestand. It has a nice feature which permits the student who has not found the best price in five tries to continue until he/she does. Text is in all upper case.
See 8468

DAY	PRICE	NUMBER SOLD	INCOME
1	10	12	$1.20
2	9	14	$1.26
3	11	9	$0.99
4	7	24	$1.68
5	6	33	$1.98

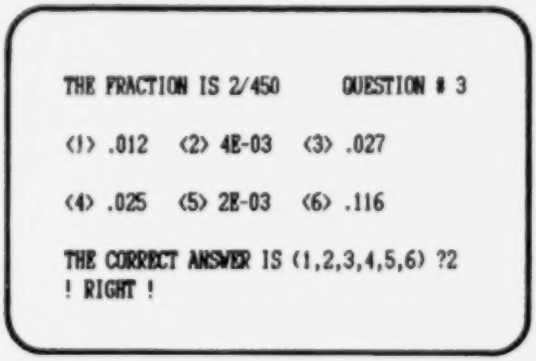
WHAT DO YOU THINK IS THE BEST SELLING PRICE FOR SELLING APPLES THIS WEEK IN WENATCHEE??

ACCESSION: 9020 COLOR STARTREK
GROUP: RATING: OK
SECTORS:12 BYTES: 3072
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/26/86
AUTHOR: P. LUTAS

It's you against the deadly Klingons in this lo-res game. Set your firing angle and blast away. Move to Starbase for more energy and move from quandrant to quadrant in your effort to save the galaxy.

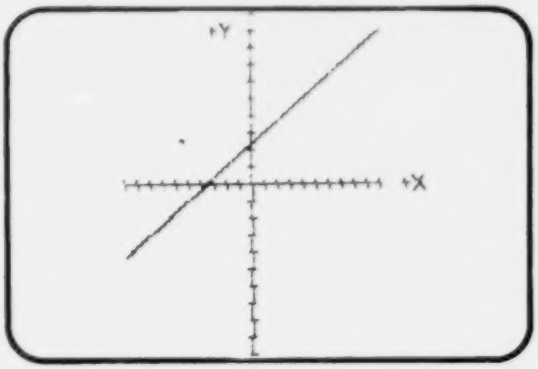
ACCESSION: 8142 FRACTIONS & DECIMALS
GROUP: RATING: GOOD
SECTORS:7 BYTES: 1792
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 11/30/99
AUTHOR:

This program generates multiple choice test items related to converting decimals to fractions and fractions to decimals. There are 6 possible choices. The program does not give the answer, you must guess until you find the correct response. After 10 questions it asks you to figure out your correct percentage.



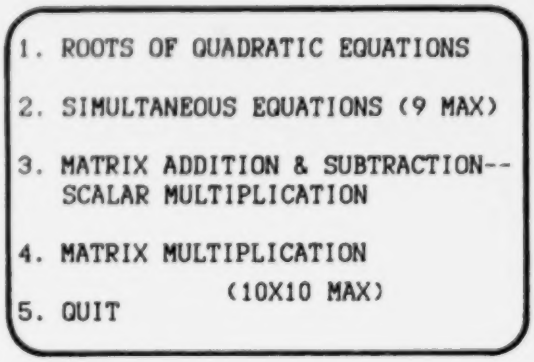
ACCESSION: 1183 ALGEBRA 1
XIAC016 GROUP: RATING: RECOMMENDED
SECTORS:23 BYTES: 5888
CATEGORY: ALGEBRA
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: TOM JACOBSEN

Draws a hi-res graph of a linear function. The student can specify either the Cartesian coordinates of two points (with the computer finding the slope and intercept) or the equation of the function to be plotted.



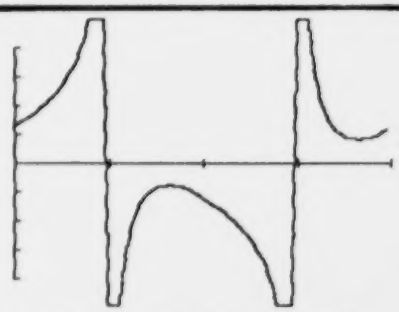
ACCESSION: 6048 EQUATIONS
MSSW007 GROUP: RATING: GOOD
SECTORS:14 BYTES: 3584
CATEGORY: ALGEBRA
SUBCAT:
COMPUTER: APPLE OPSYS: DOS
LANG: BASIC VERSION: APPLESOFT
COPYWRITE: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 06/23/78 REVIEW DATE: 06/24/86
AUTHOR: JOSEPH BOLUS

Presents algebra problems which include: roots of quadratic equations, simultaneous equations, matrix addition & subtraction, and matrix multiplication.



ACCESSION: 1005 FUNCTION PLOTTER
GROUP: RATING: RECOMMENDED
SECTORS:18 BYTES: 4608
CATEGORY: ALGEBRA
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR: DAVID P. ALLEN

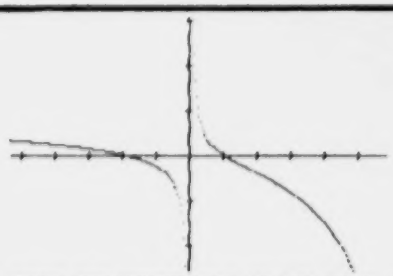
Mathematical functions entered on a program line are plotted on the hi-res graphics screen. This is helpful to math students in visualizing algebra problems.



1010 Y1 = SIN (X) + FN SEC(X)

ACCESSION: 1006 GRAPHING RATIONAL FUNCTIONS
GROUP: RATING: RECOMMENDED
SECTORS:13 BYTES: 3328
CATEGORY: ALGEBRA
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR: RON CARLSON

Plot your mathematical equation on a graph with this program. You must define your function in terms of numerator and denominator. For more information on how to do this, LOAD and LIST the program for details.



AFTER THE BOTTOM HALF OF THE GRAPH IS FINISHED, HIT ANY KEY. THERE IS A HASH MARK ON THE AXIS FOR EACH UNIT.

ACCESSION: 1059 MATRIX INVERSION
GROUP: RATING: GOOD
SECTORS:5 BYTES: 1280
CATEGORY: ALGEBRA
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program only inverts square matrices.

```
DIMENSION OF MATRIX?3
MATRIX ELEMENTS:
ROW 1
VALUE COLUMN 1?23
VALUE COLUMN 2?-56
VALUE COLUMN 3?-8
ROW 2
VALUE COLUMN 1?3
VALUE COLUMN 2?67
VALUE COLUMN 3?81
ROW 3
```

ACCESSION: 6051 MATRIX OPNS
GROUP: RATING: GOOD
SECTORS:13 BYTES: 3328
CATEGORY: ALGEBRA
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

This program allows the user to enter two matrices and compute their product or the inverse.

```
MATRIX A
1        0        0        -1.8262 0
0        1        0        -.04666 -.3
0        0        1        1.46666 2
0        0        0        -2.0081 0
0        0        0        8.58562 0


INVERSE OF A
.085714 -.11428 0        0        .028571
.015619 -.05971 0        0        .040761
-.04190 .111428 0        0        -.03619
.457142 -.94285 0        1        -.51428
-.88571 .514285 1        0        -.62857
```

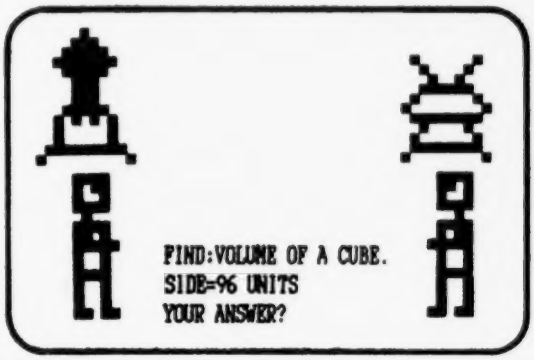
ACCESSION: 7333 MATRIX OPERATIONS
GROUP: RATING: OK
SECTORS:9 BYTES: 2304
CATEGORY: ALGEBRA
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/08/86
AUTHOR:

This program lets you use addition, subtraction, scalar multiplication or matrix multiplication for matrices.

```
76893556789
12335678654
                THE RESULTANT MATRIX IS:

                12 69 99 12 64 16 8 11
                4 237 10 12 83 93 13 13

                RUN AGAIN ?  1=YES, 0=NO
                ?
```

ACCESSION: 8146 ROBOT DUELL
GROUP: RATING: RECOMMENDED
SECTORS:21 BYTES: 5376
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 11/30/99
AUTHOR:

This program reinforces the concept of geometric volume. The game involves two laser-armed robots in a duel to the death. You are only alloved to fire when you answer problems correctly. Formulas are provided to find the volumes of a sphere, a cylinder, a rectangular solid, a cube, a pyramid and a cone.



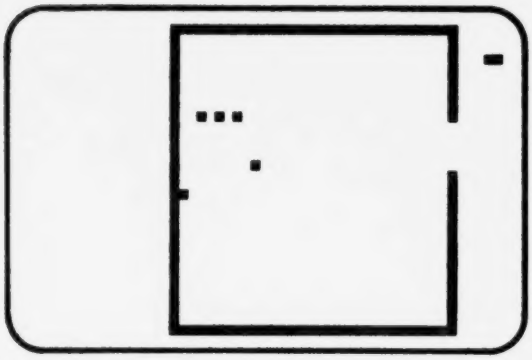
ACCESSION: 9761 SOLVING & GRAPHING LINEAR EQ
GROUP: RATING: GOOD
SECTORS:85 BYTES: 21760
CATEGORY: ALGEBRA
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/25/86
AUTHOR: BOB WALKER

This program guides the student through graphing a linear equation. First, the equation must be solved and then it is graphed. The program does not present help screens or answers. The program can be very frustrating if the student doesn't understand what kind of response is needed or how to enter it properly.

```
GOOD THINKING BILL.

     4X + 2Y = 8
4X - 4X + 2Y = 8 - 4X    SUBTRACT 4X
        2Y = 8 - 4X      COMBINE TERMS

WE MUST RID THE TERM 2Y OF THE

COEFFICIENT 2

SINCE 2Y MEANS 2 TIMES Y.  WE MUST

DO THE INVERSE OF MULTIPLYING BY 2

WHAT IS THE INVERSE OF MULTIPLYING BY 2?
```

ACCESSION: 8150 SUB ATTACK
GROUP: RATING: RECOMMENDED
SECTORS:21 BYTES: 5376
CATEGORY: MATH
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 11/30/99
AUTHOR:

This game and drill program works with percent problems. Three diferent types of problems are presented and examples of how to set them up and solve them are given.
Type 1: What is 36% of 350?
Type 2. 218 is 150% of what number?
Type 3. 27 is what percent of 30?
The graphic box is really a game. You are the 'large' rectangle outside the box. With each correct answer you move closer to the opening. After you have entered the 'box' you can fire at the subs and other targets. There is a 'math' twist to the game also. Your position is given in X,Y coordinates and you must fire using X,Y coordinates!!
The students can choose how many chances they have to get a problem correct and the types of problems they want to work on.



```
YOU'RE RIGHT, BILL.

WHICH WAY DO YOU WANT TO MOVE ?
                    (U,D,L,R)
```

ACCESSION: 7329 DERIVATIVE OF AN EQUATION
GROUP: RATING: NOT RATED
SECTORS:3 BYTES: 768
CATEGORY: CALCULUS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program finds the derivative of an equation.

```
YOU MUST PUT YOUR EQUATION IN LINE 30

ARE YOU READY? Y

ENTER X=99999 TO END PROGRAM

 30  DEF  FN C(X) = ((3 * X) ^ 2)
      + (4 * X) + 3

DERIVATIVE AT X=?
```

ACCESSION: 6045 CALCULUS II
GROUP: RATING: OK
SECTORS:13 BYTES: 3328
CATEGORY: CALCULUS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program lets the user choose to either calculate a derivative or approximate the definite integral of a function.

```
*************************************
*                                   *
*        DERIVATIVE PROGRAM         *
*                                   *
*************************************

THIS PROGRAM CALCULATES THE DERIVATIVE
OF A GIVEN FUNCTION AT A GIVEN POINT.
YOU MUST ENTER THE FUNCTION ON LINE
4100. SEE LINE 4100 FOR AN EXAMPLE...

ENTER X = 99999 TO END PROGRAM
DERIVATIVE AT X = ?
```

ACCESSION: 7330 DIFFERENTIAL EQUATIONS
GROUP: RATING: OK
SECTORS:10 BYTES: 2560
CATEGORY: CALCULUS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program solves ordinary differential equations using fourth order Runge-Kutta method.

```
NUMBER OF FIRST ORDER EQUATIONS = 2
STARTING VALUE OF X = 0
END VALUE OF X = 10
INCREMENT OF X FOR INTEGRATION = .1
INCREMENT OF X FOR PRINTOUT = .2
INITIAL VALUE FOR Y(1) = ?1
INITIAL VALUE FOR Y(2) = ?0
```

ACCESSION: 6047 DIFF EQN SOLVER
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: CALCULUS
SUBCAT: MATH-STAT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/23/86
AUTHOR:

This program provides a function and then allows the following options to be used: Change function, Euler's method, Extended Euler's method, Modified Euler's method, Milne's method, Quartic Runge-Kutta method.

```
20 YPRIME = Y

INITIAL CONDITION : Y ( 40 ) = 20

DIVISIONS              Y ( 30 )
---------              ----------

   1                   -180
```

ACCESSION: 6042 ARCSIN
GROUP: RATING: OK
SECTORS:3 BYTES: 768
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR:

This program calculates the degrees of an arcsin or arccos.

```
ARCSIN AND ARCCOS

SIN OR COS (RADIANS) ? 20

ARCSIN(20) = 45.0357075 DEGREES

ARCCOS(20) = 44.9641415 DEGREES

SIN OR COS (RADIANS) ? ?
```

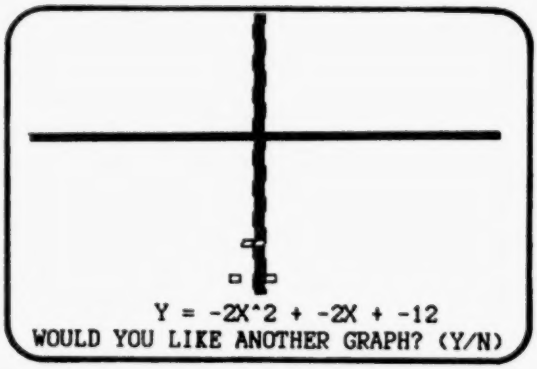
ACCESSION: 669 DFIT
GROUP: RATING: OK
SECTORS:16 BYTES: 4096
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/22/86
AUTHOR:

This program shows multiple regression on X,Y data. Four fits available: linear, power, logarithmic, or exponential. Options include compute linear, compute power, compute logarithmic, compute exponential, find best fit, list and edit data, enter data table, and text fit.

```
<*> MULTIPLE REGRESSION ON X,Y

FOUR FITS AVAILABLE:

LINEAR: Y=B+MX

POWER: Y=BX^M

LOGARITHMIC: Y=B+M LN X

EXPONENTIAL: Y=B EXP(MX)
```

ACCESSION: 7459 EQUATIONS
GROUP: RATING: OK
SECTORS:27 BYTES: 6912
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 10/01/79 REVIEW DATE: 06/22/86
AUTHOR: ROGER WAGNER

This program will attempt to graph a 2nd degree equation. The student must enter the values of a, b, and c. They must be integers, however, they may be negative.



ACCESSION: 22 FOURIER
GROUP: RATING: GOOD
SECTORS:10 BYTES: 2560
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/22/86
AUTHOR:

This program gives you the fourier series options to enter data, compute series, list data, edit or regress using series.

HARMONIC	MAGNITUDE	ANGLE
0	30	0
1	59.6828147	16.8907479

(PRESS ANY KEY TO CONTINUE)

ANGLE (0 - 360)45

MAGNITUDE =82.6432742

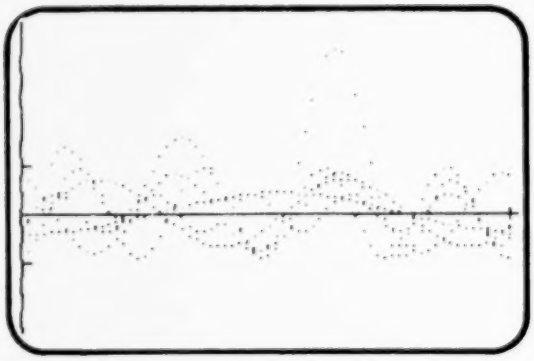
ACCESSION: 23 FOURIER TRANSFORM
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 07/01/79 REVIEW DATE: 06/24/86
AUTHOR:

This program calculates and plots fast fourier transformations. It will show you the output as a magnitude spectrum plot or as a table of values.

```
   ---CALCULATIONS IN PROGRESS---
1   !==============================
2   !==================
3   !=========
4   !===
5   !==============
6   !======
7   !========
8   !===
9   !======
DO YOU WANT ANOTHER OUTPUT (YES,NO
```

ACCESSION: 4933 HARMONIC ANALYSIS
GROUP: RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 05/01/79 REVIEW DATE: 05/22/86
AUTHOR: CHARLES PUTNEY

Published in the 5/79 issue of "Micro." This program calculates the coefficients of fourier series to the fifth harmonic of periodic functions F(Y)=F(X).



ACCESSION: 6053 PERMUTATIONS-COMBINATIONS
GROUP: RATING: GOOD
SECTORS:7 BYTES: 1792
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/22/86
AUTHOR:

This program computes the number of permutations and combinations of N objects taken D at a time.

```
EXAMPLE:

 1) HOW MANY PERMUTATIONS AND COMBINA-
    TIONS CAN BE MADE OF THE 26 LETTERS
    OF THE ALPHABET, TAKING 5 AT A TIME?

 ENTER TOTAL NUMBER OF OBJECTS:26
 ENTER SIZE OF SUBGROUP:5

 7893600 PERMUTATIONS
 65780 COMBINATIONS

 ENTER TOTAL NUMBER OF OBJECTS:?
```

ACCESSION: 6055 PLOT(TEXT)
GROUP: RATING: GOOD
SECTORS:6 BYTES: 1536
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/23/86
AUTHOR:

This program will plot single-valued functions of X. The program will ask for minimum and maximum values of X and Y and for delta X, the increment for the X axis.

```
ENTER YMIN,YMAX 20,25
ENTER XMIN,XMAX,DELTX 15,17,19

FOR X:  TOP = 15 BOTTOM = 17
X INCREMENT = 19

FOR Y:  LEFT = 20 RIGHT = 25
Y INCREMENT = .166666667

  I.........I.........I.........I
 -OFF SCALE:  (X,Y) = 15, .850903524

TYPE '0' TO STOP OR '1' TO CHANGE LIMIT
?
```

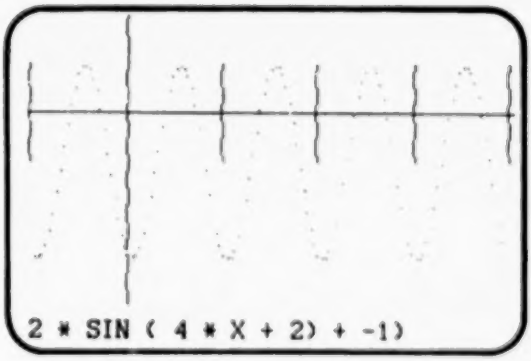
ACCESSION: 706 ROOT FINDER
GROUP: RATING: OK
SECTORS:16 BYTES: 4096
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/22/86
AUTHOR:

This program finds the root of a function using one of the following methods: Newton-Raphson, Internal Halving, or False Position.

```
***** ROOT FINDING DEMO *****

CURRENT FUNCTION:

20 Y =  EXP (X) - 3 * X


DO YOU WANT A DIFFERENT FUNCTION ?
```

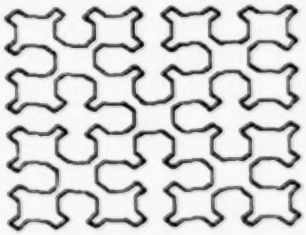
ACCESSION: 7466 SINE WAVES
GROUP: RATING: OK
SECTORS:14 BYTES: 3584
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: CHRIS EDWARDS

This program plots marks on the X axis that are PI/2 units apart. The marks on the Y axis are one unit measures.



ACCESSION: 1711 SPACE FILLING CURVES
GROUP: RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/23/86
AUTHOR:

This program plots space filling curves of two types, Hilbert and Sierpinski. The algorythyms are described with algol programs in Wirth's book on data structures. This program is an example of a recursive procedure.



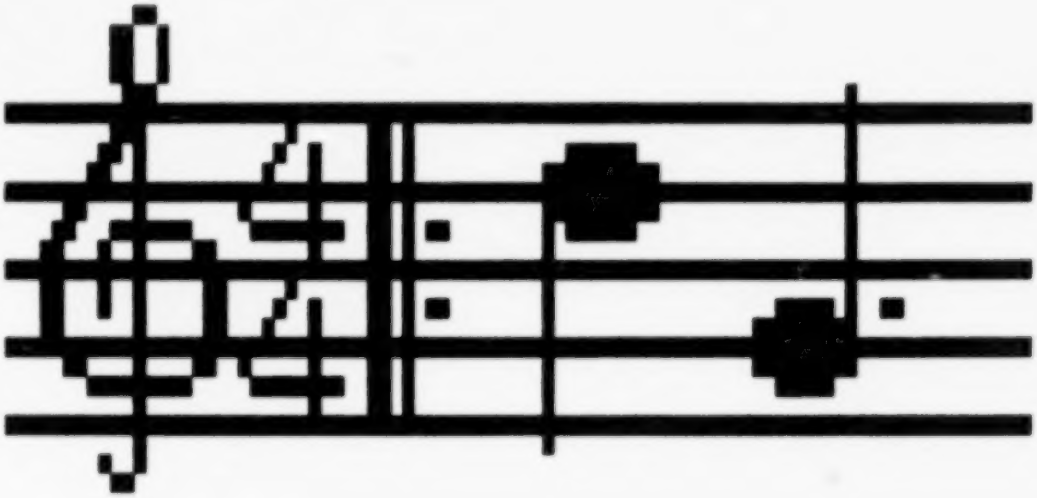
DEGREE 4
*** HIT RETURN *** ?

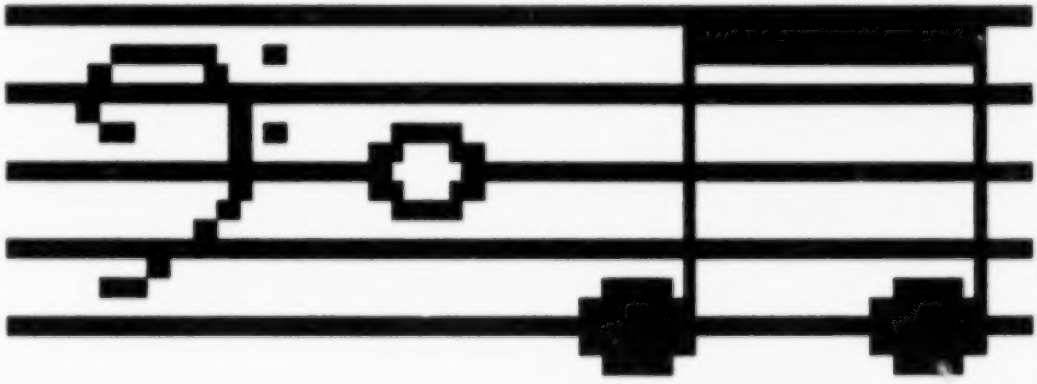
ACCESSION: 6059 SURVEY
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: MATH-STAT
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE. / / REVIEW DATE: 05/23/86
AUTHOR:

This program computes land survey data reduction and error correction. You must use CONTROL-RESET to exit the program.

```
<*> COMPUTING <*>

FINAL POSITION (DECIMAL FT):

X= 8.16139002
Y= 15.622366

AREA (SQ. FT.)= 252.720948

ACRES= 5.80167466E-03
```

MUSIC





ACCESSION: 7472 CHRISTMAS TREE SONG
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/16/86
AUTHOR: DAVID AND ALAN YEE

This program plays "We Wish You a Merry Christmas" and draws a Christmas tree using the words "Merry Christmas." It also prints the words of the song below the tree.
Requires 16K Integer.

```
/MERR\
/MERRYC\
/MERRYCHR\
/MERRYCHRIS\
/MERRYCHRISTM\
/MERRYCHRISTMAS\
AND A
HAPPY
NEW YEAR!

WE WISH YOU A MERRY CHRISTMAS
```

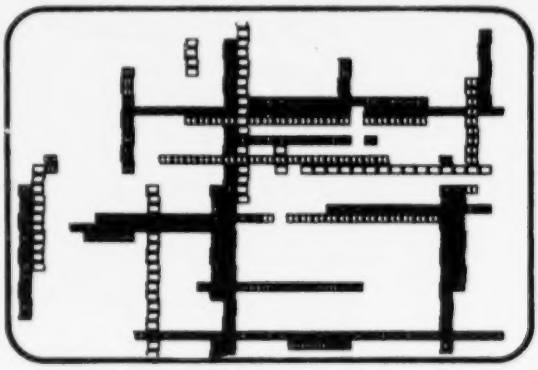
ACCESSION: 7474 DECK THE HALLS
GROUP: RATING: GOOD
SECTORS:22 BYTES: 5632
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/01/78 REVIEW DATE: 07/16/86
AUTHOR: DAVID AND ALAN YEE

This program plays music and shows the words for "Deck the Halls."
16K Integer.

```
DECK THE HALLS WITH BOUGHS OF HOLLY!
FA LA LA LA LA LA LA LA LA
'TIS THE SEASON TO BE JOLLY!
FA LA LA LA LA LA LA LA LA
DON WE NOW OUR GAY APPAREL!
FA LA LA LA LA LA LA LA LA
TROLL THE ANCIENT YULE-TIDE CAROL!
FA LA LA LA LA LA LA LA LA
```

ACCESSION: 4934 MUSIC COMPUTER
GROUP: RATING: RECOMMENDED
SECTORS:19 BYTES: 4864
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR:

You help the computer to compose a piece of music. The computer controls the tempo, but you choose the pitches and rhythm. It would help to have some musical background.



ACCESSION: 4935 MUSIC FUNCTIONS
GROUP: RATING: RECOMMENDED
SECTORS:36 BYTES: 9216
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: LOU HEAHN

This program gives good directions to compose a song. You can either play a song from the menu or compose your own. Use control+reset to exit the program.

```
1. PLAY A SONG
2. COMPOSE A SONG
3. VIB KEYBOARD
4. ORGAN KEYBOARD
   WHICH?

   1. 'ON TOP OF OLD SMOKY'
   2. 'GREEN SLEEVES'
   3. 'JINGLE BELLS'
   4. 'BRAHMS LULLABY'
   5. 'AMERICA,THE BEAUTIFUL'
```

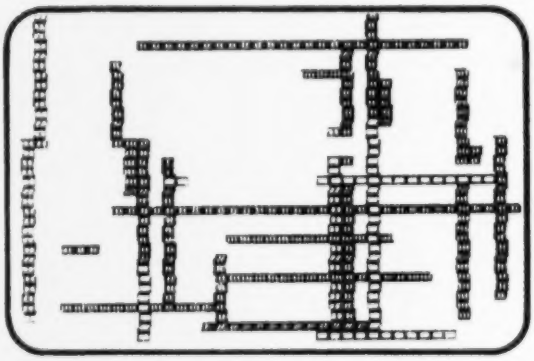
ACCESSION: 1093 MUSIC COMPILER
GROUP: RATING: GOOD
SECTORS:37 BYTES: 9472
CATEGORY: MUSIC
SUBCAT: MUSIC WRITER/UTIL.
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/25/86
AUTHOR: LOU HAEHN

This program allows you to compose and play tunes. Knowledge of music is helpful.

```
*** MUSIC FUNCTIONS

    1. PLAY A SONG
    2. COMPOSE A SONG
    3. VIB KEYBOARD
    4. ORGAN KEYBOARD

    WHICH?
```

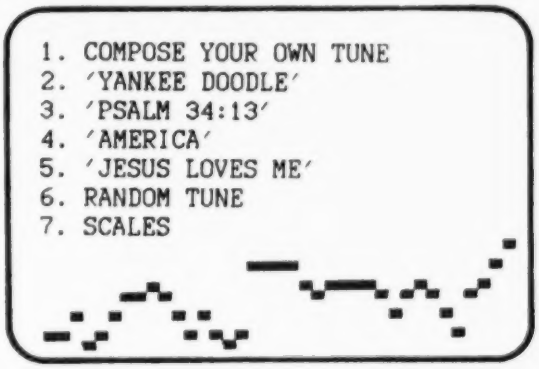
ACCESSION: 7464 MUSIC GENERATOR
GROUP: RATING: RECOMMENDED
SECTORS:29 BYTES: 7424
CATEGORY: MUSIC
SUBCAT: MUSIC WRITER/UTIL.
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 07/01/80 REVIEW DATE: 07/02/86
AUTHOR: CHRIS EDWARDS

With this program you help the computer compose a piece of music. The computer will control the tempo, but you must help the computer choose the pitches and rhythm. This is a good program if you have a music background.



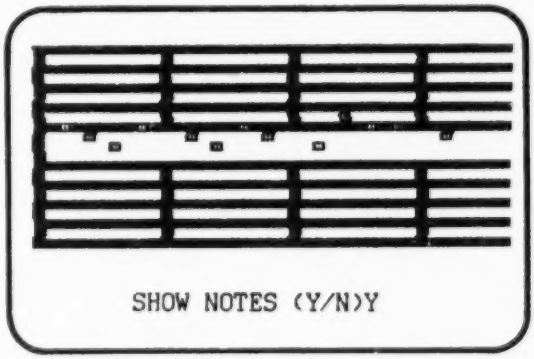
ACCESSION: 4938 MUSIC MAKER
GROUP: RATING: RECOMMENDED
SECTORS:14 BYTES: 3584
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: BOB SANDER-CEDERLOF

This program turns the keyboard into musical keys. Just start typing. The screen 'dots' in time to the music showing duration and pitch. You must use control+reset and then type RUN to choose another menu item.



ACCESSION: 4944 MUSIC WRITER 3
GROUP: RATING: RECOMMENDED
SECTORS:22 BYTES: 5632
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/12/86
AUTHOR:

This program will allow you to play one-part musical pieces up to 500 notes long. Compose or recreate your favorite songs.



ACCESSION: 4947 MUSICAL MEMORY
GROUP: RATING: RECOMMENDED
SECTORS:17 BYTES: 4352
CATEGORY: MUSIC
SUBCAT: UTILITIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEY/PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/12/86
AUTHOR: BRUCE W. CHRISTOPHER

This program allows you to write your own music, replay it from memory, save your current composition, or load an old composition from disk. This program creates a text file with the name of your composition. The keyboard is turned into a piano. Use the keys to play and the paddles to control duration and pitch.

```
!1 !2 !3 !4 !5 !6 !7 !8 !9 !0 !
!C5!D5!  !F5!G5!A5!  !  !  !  !
!# !# !  !# !# !# !  !  !  !  !
  !Q !W !E !R !T !Y !U !I !O !P !
  !D5!E5!F5!G5!A5!B5!C6!C7!C8!  !
  !  !  !  !  !  !  !  !  !  !  !
    !A !S !D !F !G !H !J !K !L !;
    !G3!A3!  !C4!D4!  !F4!G4!A4!
    !# !# !  !# !# !  !# !# !# !
```

ACCESSION: 7311 MUSICPAK I
GROUP: RATING: OK
SECTORS:37 BYTES: 9472
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: ANDY HERTZFELD

This program allows you to create two voice music, use a synthesizer, or play music using the Apple keyboard.

```
MUSICPAK I

1  TWO VOICE MUSIC
2  SYNTHESIZER
3  KEYBOARD MUSIC

HIT 'ESC' FOR NEW DEMO


WHICH PROGRAM #
```

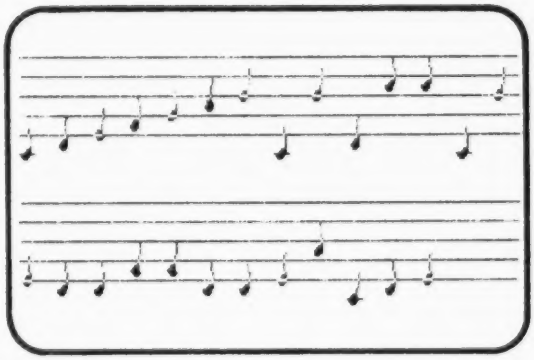
ACCESSION: 4066 PLAY THAT TONE AGAIN SAM!
GROUP: RATING: GOOD
SECTORS:3 BYTES: 768
CATEGORY: MUSIC
SUBCAT: MUSIC WRITER/UTIL.
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/25/86
AUTHOR:

An audio program which generates one tone from frequency and duration levels provided by the user. Frequency levels 1 to 255; duration levels 1 to 255.

```
FREQUENCY (1 TO 255) 100
DURATION (1 TO 255) 90

ANOTHER TONE (Y/N)?
?
```

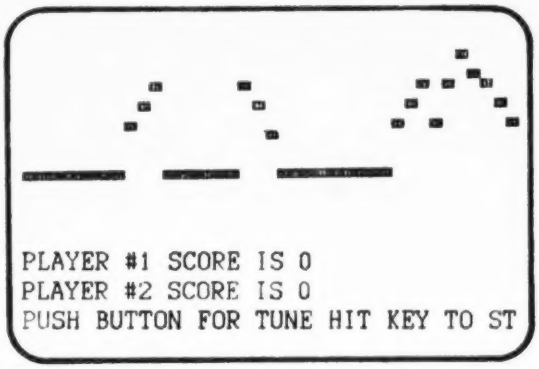
ACCESSION: 10076 MELODY WRITER
GROUP: RATING: RECOMMENDED
SECTORS:61 BYTES: 15615
CATEGORY: MUSIC
SUBCAT: MUSIC WRITER/UTIL.
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

The melody writer is a multifunction music development program. As each note is played, it will be plotted in its proper location on the staff with the exception of differences in octave. A song may be edited at anytime using option 5 and the song may be played after each change using option 4. Programmer's note: Songs created with this program may be incorporated in your own programs.



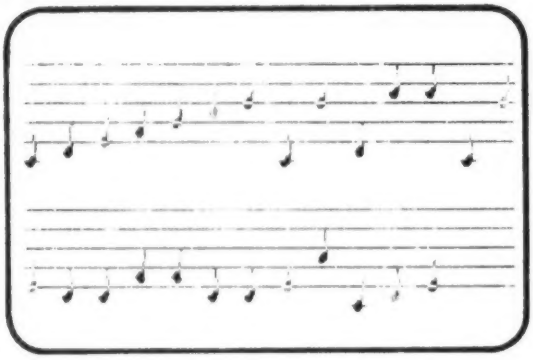
ACCESSION: 4948 NAME THAT TUNE
GROUP:4948 RATING: GOOD
SECTORS:48 BYTES: 12288
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/12/86
AUTHOR: JIM BECK

This is a guessing game for two players. The sooner you guess the higher your score will be. Colored blocks indicate the duration and pitch of a sound. The program says a programmers aid #1 is required, but the program worked fine on an enchanced //e.



ACCESSION: 4069 SOME WHERE OVER THE RAINBOW
GROUP: RATING: RECOMMENDED
SECTORS:5 BYTES: 1280
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE. / / REVIEW DATE: 06/16/86
AUTHOR:

A CELESTE music demo which plays "Somewhere Over the Rainbow". Wonderful sound.



ACCESSION: 4086 SPACE MUSIC+ INTRO
GROUP: RATING: GOOD
SECTORS:6 BYTES: 1536
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR: DAVID HOFFMAN

This audio program plays a short piece of "space-y" music.

Wenatchee Valley
Apple Computer
Club
Presents
Space Sounds +

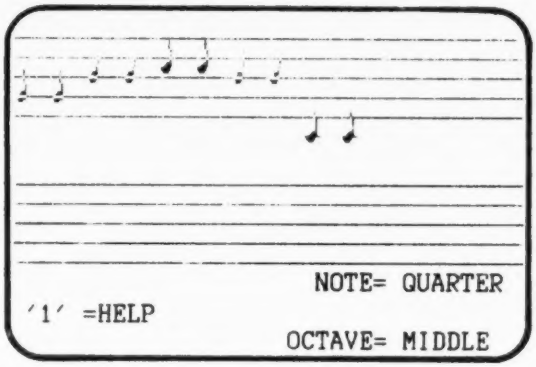
ACCESSION: 4070 SOUND BY WAGNER
GROUP:4070 RATING: RECOMMENDED
SECTORS:33 BYTES: 8448
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR:

This program shows the effect on the sound produced by the Apple when different tones and durations are poked into an assembly routine. When run, the program plays a scale while showing the pitch and duration of the notes. As it continues to run, the duration gets longer (slower) so one can compare the values of the pitch and duration. After it finishes one sound it will ask you to TYPE A KEY. An error message appears (Return without Gosub error in line 150). Type RUN <cr> to restart the program.

TONE	DURATION
105	80
TONE	DURATION
240	110
TONE	DURATION
225	125

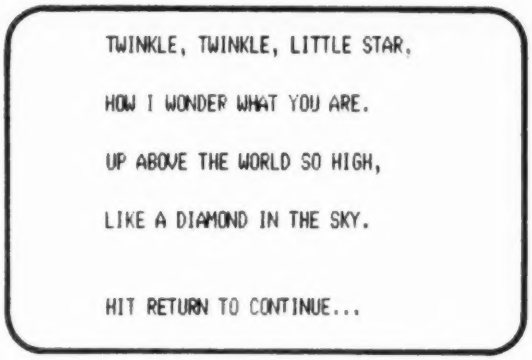
ACCESSION: 4091 UP & DOWN THE SCALE
GROUP: RATING: OK
SECTORS:4 BYTES: 1024
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/82 REVIEW DATE: 06/16/86
AUTHOR: DAVID HOFFMAN

This is a brief audio program which zips up and down the musical scale.

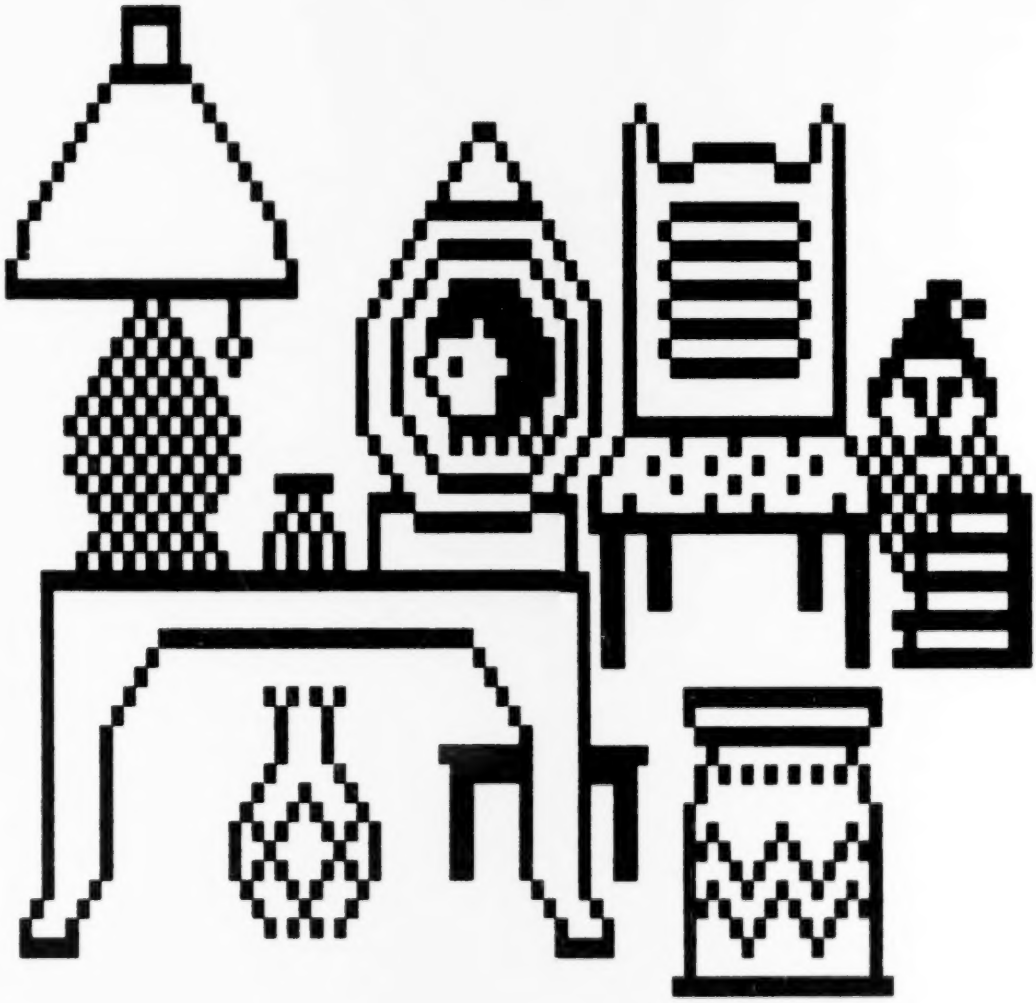


ACCESSION: 4913 MUSIC CHILDRENS
GROUP: RATING: GOOD
SECTORS:21 BYTES: 5376
CATEGORY: MUSIC
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/07/78 REVIEW DATE: 11/30/99
AUTHOR: ANDREW SCHULMAN

This program plays five different songs and prints the first verse of the somg in time to the music. The following songs are on the menu: Mary had a little lamb, Twinkle twinkle little star, Yankee Doodle, Row, row row your boat, and Three blind mice.



ODDS'N

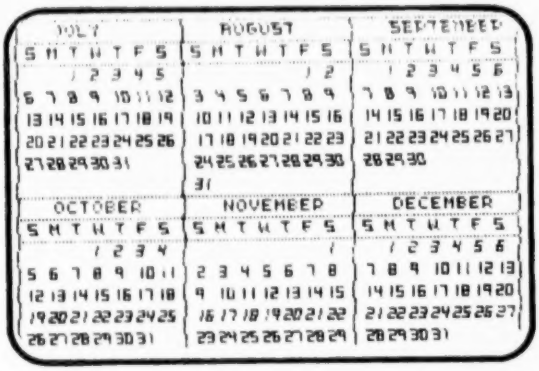


ENDS

175

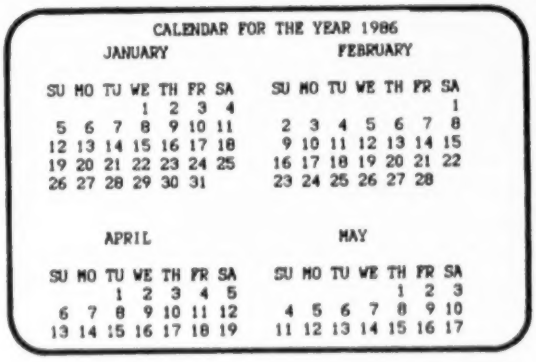
ACCESSION: 1101 ALEX'S CALENDAR 1 & 2
GROUP:1101 RATING: RECOMMENDED
SECTORS:73 BYTES: 18688
CATEGORY: CALENDAR
SUBCAT: TEACHER UTILITIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/10/79 REVIEW DATE: 07/16/86
AUTHOR:

Alex's Calendar is a nifty program providing three different calendar related functions: (1) you may see a calendar for any year from 1901 through 2099, (2) you may find which day of the week a specific date falls on, or (3) you may calculate the number of days between two dates.
32K Applesoft.



ACCESSION: 1086 CALENDAR
GROUP: RATING: RECOMMENDED
SECTORS:12 BYTES: 3072
CATEGORY: CALENDAR
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

A program to print a calendar in 80 columns.



ACCESSION: 4098 CALENDAR
GROUP: RATING: RECOMMENDED
SECTORS:23 BYTES: 5888
CATEGORY: CALENDAR
SUBCAT: TEACHER UTILITIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: PAUL IRWIN

This is a perpetual calendar program which gives the user any month, from 1600 to over 3,000 AD. It allows one to scroll forwards and backwards, month by month, or access any month directly.

```
SUN MON TUE WED THR FRI SAT
                1   2   3   4
 5   6   7   8   9  10  11
12  13  14  15  16  17  18
19  20  21  22  23  24  25
26  27  28  29  30  31

  <LEFT> ... LAST MONTH
 <RIGHT> ... NEXT MONTH
 <SPACE> ... ANOTHER CHOICE
   <RTN> ... RETURN TO MENU
```

ACCESSION: 3361 EVENT REMINDER
GROUP: RATING: OK
SECTORS:8 BYTES: 2048
CATEGORY: CALENDAR
SUBCAT: TEACHER UTILITIES
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program reminds you of birthdays, special events, etc., for a specified time period.

```
FROM(MMDD) 0101   TO (MMDD) 1231

BIRTHDAYS:
  ABRAHAM LINCOLN  2/12/??
  GEORGE WASHINGTON  2/22/??

WEDDING ANNIVERSARIES:
  MY PARENT'S WEDDING.  3/2/39

OTHER DATES:
  INCOME TAX DUE  4/15
```

ACCESSION: 1096 TIME BETWEEN DATES
GROUP: RATING: RECOMMENDED
SECTORS:8 BYTES: 2048
CATEGORY: CALENDAR
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR:

This program tells you the time in days, weeks and years between specified dates.

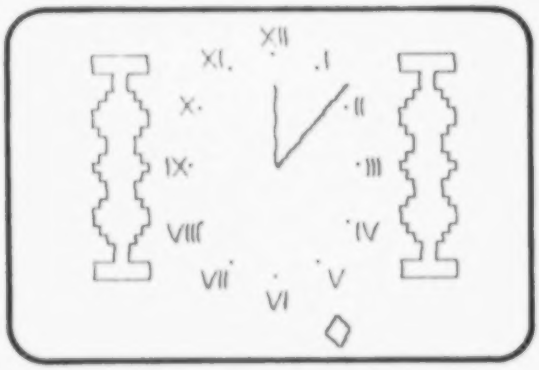
```
DAYS        WEEKS       YEARS
190         27          0
            DAYS        WEEKS
            1           27
                        DAYS
                        1
```

ACCESSION: 1098 TWELVE MONTH REMINDER
GROUP: RATING: RECOMMENDED
SECTORS:31 BYTES: 7936
CATEGORY: CALENDAR
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 05/12/80 REVIEW DATE: 07/03/86
AUTHOR: J.G. LOBUE

The purpose of this program is to eliminate the chance of forgetting an important date, event, or message. This program needs to be put on a disk with at least 177 free sectors. The program creates 12 text files - one for each month of the year. Good directions are included on the disk.

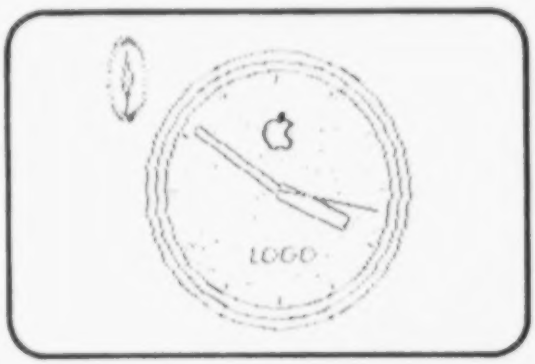
```
        REMINDERS FOR JUN.30,1986
JUL.4,1986-*-TAKE A BREAK.........
```

ACCESSION: 5947 CLOCK.3
GROUP: RATING: RECOMMENDED
SECTORS:14 BYTES: 3584
CATEGORY: CLOCK
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:



This is a Grandfather clock. You can choose chimes (y/n), tick-tock, and alarm. Great for a classroom. Set it to go off at the end of your class or just use it to teach time.

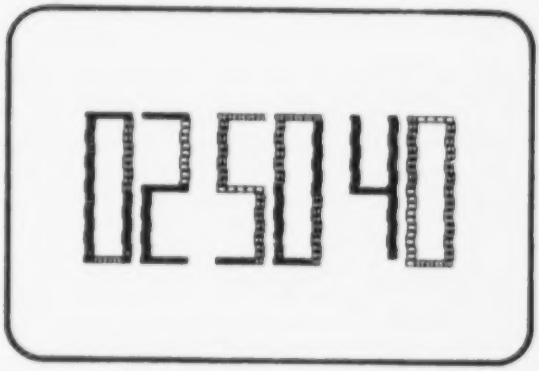
ACCESSION: 9930 CLOCK.LOGO
GROUP: RATING: RECOMMENDED
SECTORS:15 BYTES: 3840
CATEGORY: CLOCK
SUBCAT: LOGO
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: TEXT VERSION: LOGO
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: DAVID REED



Co-author Dudley Higgins.
A nondigital clock face is drawn and the hands move. The hands are redrawn after each minute. Use control G to stop.

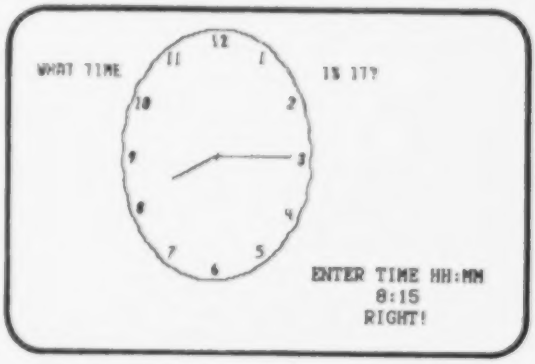
ACCESSION: 5950 DIGICLOCK
GROUP: RATING: RECOMMENDED
SECTORS:6 BYTES: 1536
CATEGORY: CLOCK
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This is a large digital clock showing the time with hour, minutes, and seconds. Turn it on in the morning and let it run!



ACCESSION: 1097 TIME TEACHER
GROUP: RATING: GOOD
SECTORS:14 BYTES: 3584
CATEGORY: CLOCK
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program drills on telling time using a hi-res clock.



ACCESSION: 8768 ASSERTIVENESS TRAINING
GROUP: RATING: RECOMMENDED
SECTORS:70 BYTES: 17920
CATEGORY: GUIDANCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/25/81 REVIEW DATE: 06/19/86
AUTHOR:

Students can get their assertiveness ratings by going through this program and answering the questions. The format is multiple choice and takes students through many situations they may face at school each day.

BETWEEN CLASSES, YOUR FRIENDS PASS AROUND A JOINT. YOU'RE SURPRISED, SINCE THIS IS FIRST TIME THEY'VE DONE THIS ON CAMPUS. YOU ---

A. JOIN IN AND HOPE YOU DON'T GET CAUGHT.

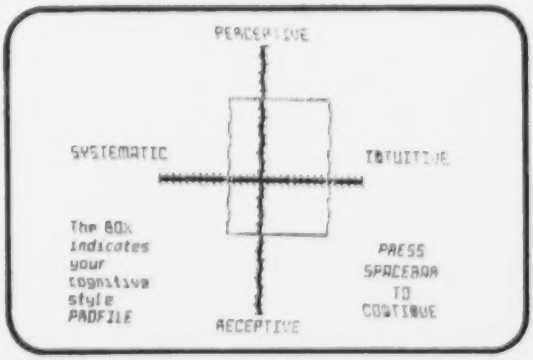
B. TELL THEM THE EVILS OF SMOKING.

C. SAY YOU'LL CATCH THEM LATER AND GO ON TO CLASS.

CHOOSE ONE (A, B, OR C) -

ACCESSION: 10073 COGNITIVE STYLE
GROUP:10073 RATING: RECOMMENDED
SECTORS:74 BYTES: 18944
CATEGORY: GUIDANCE
SUBCAT: PSYCHOLOGY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program asks you to answer thirty questions to find out how your thinking process is directed. A graphic display shows whether you are more perceptive, intuitive, systematic or receptive.



ACCESSION: 7491 CALIFORNIA DRIVING TEST
GROUP: RATING: GOOD
SECTORS:95 BYTES: 24320
CATEGORY: DRIVER EDUCATION
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/17/86
AUTHOR: SCOT KAMINS

This program is a series of 62 multiple choice questions to test your knowledge of the rules of the road.
32K Integer.

```
YOU MUST STOP FOR PEDESTRIANS
CROSSING AN INTERSECTION HAVING...

(1)MARKED CROSSWALKS ONLY
(2)ARTERIAL STOP SIGNS ONLY
(3)MARKED OR UNMARKED CROSSWALKS
```

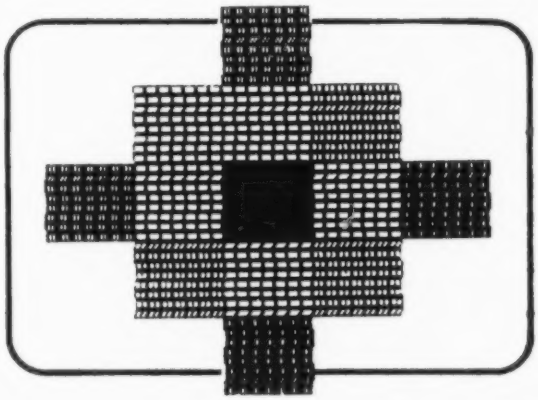
ACCESSION: 8168 SHOW
GROUP: RATING: GOOD
SECTORS:10 BYTES: 2560
CATEGORY: SLIDESHOW
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 11/30/99
AUTHOR: A.R. BROWN

This program creates a 'slide show' of any HI-RES files on your disk. They must be 33 or 34 sector files. It will not read packed pictures and 6 sector HI-RES files. Modify line 1010 to personalize the slide show. Tip - do not press <space> when the disk drive light is on. It will sometimes cause the program to crash. Change the DIM statement in line 10 if you have more than 12 pictures on the disk. This program will read files created with a PRINT-IT card and with FINGER PRINT.

```
TO START THE SHOW WITH THE FIRST SLIDE,
PRESS 'SPACE'.
TO CONTINUE WITH THE NEXT SLIDE IN
SEQUENCE, PRESS 'SPACE'.
TO CHOOSE A SPECIFIC SLIDE, PRESS ITS
NUMBER.
TO EXIT, PRESS 'RETURN'.
TO RETURN TO THIS MENU, PRESS ANY OTHER
KEY.
        YOUR CHOICE?
```

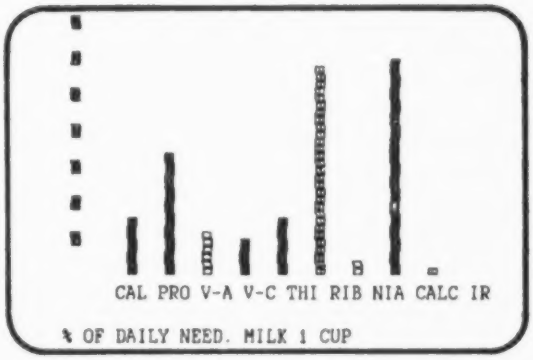
ACCESSION: 3212 COLORWHEEL
GROUP: RATING: RECOMMENDED
SECTORS:6 BYTES: 1536
CATEGORY: HOME ECONOMICS
SUBCAT: ART
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a graphic screen display of a colorwheel that shows the connection between the primary and secondary colors. It's also handy to use when adjusting T.V. colors.



ACCESSION: 318 FOOD VALUES
GROUP: RATING: GOOD
SECTORS:29 BYTES: 7424
CATEGORY: HOME ECONOMICS
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: CURT TORGERSON

The data is from the National Dairy council. The program allows you to select a food and then draws a multi-colored bar graph showing the nutrients.



ACCESSION: 319 IDEAL BODY WEIGHT
GROUP: RATING: OK
SECTORS:33 BYTES: 8448
CATEGORY: HOME ECONOMICS
SUBCAT: SCIENCE
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program computes your ideal body weight based on 1972 statistics.

```
WHAT IS YOUR HEIGHT TO NEAREST INCH
(E.G. 5-10) (NO SHOES) 5-9
WHAT IS YOUR BODY FRAME SIZE? (SMALL=1:
MEDIUM=2; LARGE=3) 2
WHAT IS YOUR WEIGHT (IN POUNDS WITH BED
CLOTHING)? 189

----------------------------------------

YOUR IDEAL WEIGHT = 143-157---YOU ARE 20
.4 % ABOVE YOUR MAXIMUM IDEAL WEIGHT

YOU ARE ALSO OVER THE CRITICAL OBESITY I
NDEX---START DIETING!
```

ACCESSION: 326 RECIPE CALORIE COST
GROUP: RATING: GOOD
SECTORS:42 BYTES: 10752
CATEGORY: HOME ECONOMICS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: PAUL A. PAGE

This program counts the calories, recipe costs and converts the quantities for different numbers of servings.

```
TO SERVE 5 PEOPLE WITH THE
SOOTY CAT RECIPE
PLEASE USE THE FOLLOWING NEW RECIPE

2.5 CUP OF EVIL
5 CUPS OF PLAY
1.25 CUP OF MEOW

DO YOU WANT TO CHANGE THE NUMBER
OF SERVINGS  Y\N
```

ACCESSION: 5816 RESISTOR COLOR CODE QUIZ
GROUP: RATING: OK
SECTORS:8 BYTES: 2048
CATEGORY: INDUSTRIAL ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 02/24/77 REVIEW DATE: 06/11/86
AUTHOR: LARRY S. ANDERSON

The user is given the first three color bands of a resistor and is asked to provide the value in ohms.

```
I WILL GIVE YOU THE FIRST THREE COLOR
BANDS OF A RESISTOR. YOU TELL ME THE
VALUE IN OHMS. YOU WILL HAVE 10
RESISTORS.

I'M THINKING OF A RESISTOR. THE COLOR
BANDS ARE:

1. ORANGE BLUE RED
WHAT IS THE VALUE ?
```

ACCESSION: 249 TEST IN WOODWORKING
GROUP: RATING: OK
SECTORS:10 BYTES: 2560
CATEGORY: INDUSTRIAL ARTS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

This is a four question, multiple choice quiz on your knowledge of a woodworking project. This test could be a model for writing your own test.

```
WHAT GRIT OF SANDPAPER DID YOU FIRST
USE ON YOUR BOOKSTAND?

1)80  2)100  3)180  4)240??
```

ACCESSION: 252 TYPING PRACTICE
GROUP: RATING: GOOD
SECTORS:13 BYTES: 3328
CATEGORY: TYPING
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

This program tests your typewriter keyboard skills for single letters, two letter words, three letter words and words of random length. The program is set to present 100 items at a time. Change line 99 to reduce the number of letters. (FOR N= 1 TO 10) will tell the program to give 10 letters and then quit. You can change the program each time it is run or SAVE a new version.

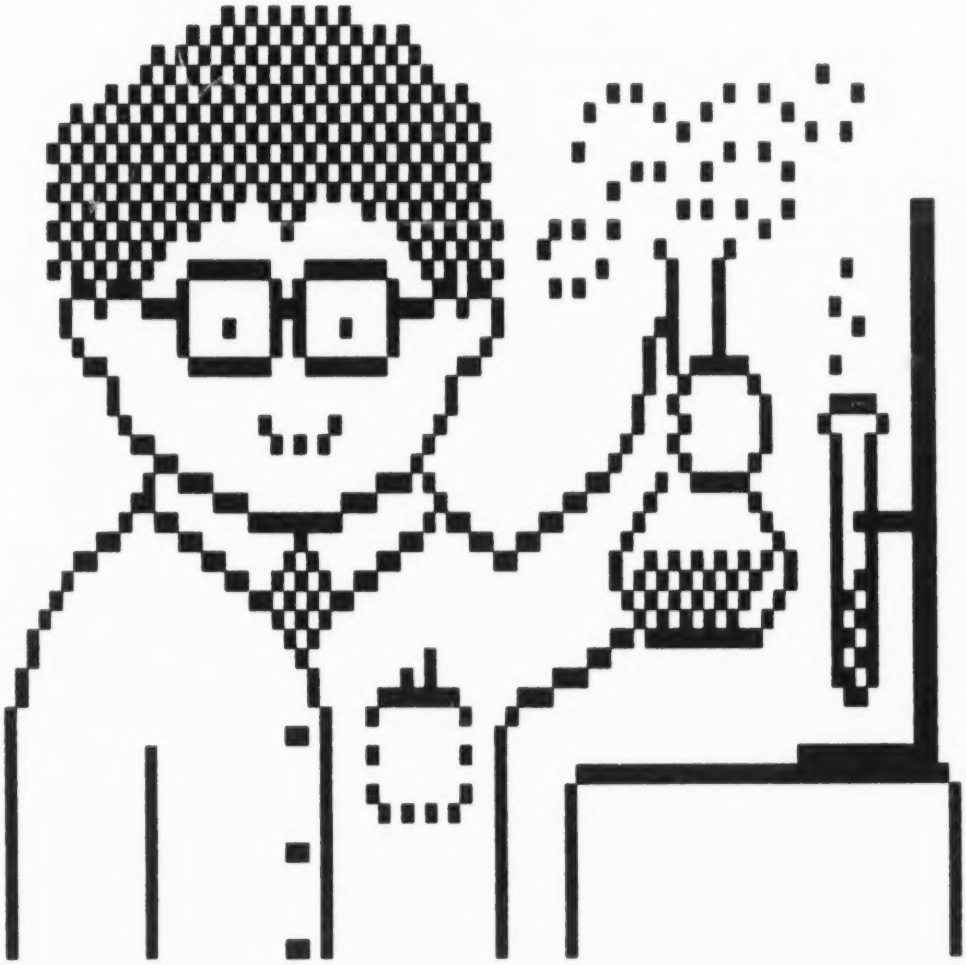
```
*** TYPING PRACTICE ***

WHAT LEVEL DO YOU WANT?

1=A SINGLE LETTER
2=2-LETTER WORDS
3=3-LETTER WORDS
4=WORDS OF RANDOM LENGTH
??
```

ACCESSION: 10061 TYPING TUTOR
GROUP: RATING: GOOD
SECTORS:16 BYTES: 4096
CATEGORY: TYPING
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

A program that teaches touch typing. One letter appears at the top left corner of the screen. When the letter is matched correctly, a new letter appears. You will be asked for a level 0 to 6. The student can choose what rows to be tested on.

```
SSDN,;VKB;G


 LEFT HOME INDEX
REACH
KFSV;C

 LEFT BOTTOM MIDDLE
```

SCIENCE



ACCESSION: 5800 APPLE-CHEMISTRY
GROUP: RATING: GOOD
SECTORS:19 BYTES: 4864
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This program will draw a molecule for a given molecular formula. This is a slow running program.

HIT 'D' TO DRAW THIS DIFFERENTLY
HIT 'I' FOR A NEW ISOMER
(SAME FORMULA)
HIT 'F' FOR A NEW MOLECULAR FORMULA

ACCESSION: 998 ARTHROPOD CLASSIFICATION
GROUP: RATING: RECOMMENDED
SECTORS:16 BYTES: 4096
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/16/86
AUTHOR: BILL HUGHES

The computer guides the systematic study of animals by simplifying a mass of data into a series of questions that lead the user to the correct classification of anthropoids by the dichotomous key method.

THE CLASSES OF ARTHROPODS ARE:

1) CRUSTACEA
2) INSECTA
3) DIPLOPODA
4) CHILOPODA
5) PAUROPODA
6) SYMPHYLA
7) PYCNOGONIDA
8) XIPHOSURA
9) ARACNIDA

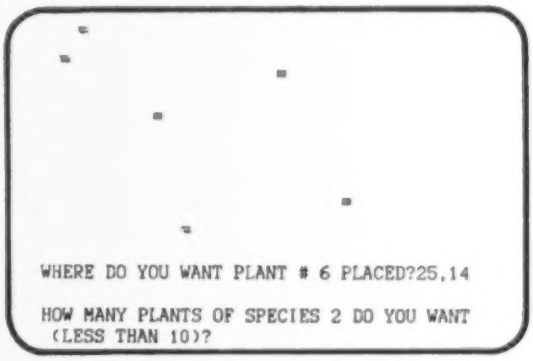
ACCESSION: 7471 CHEMIST
GROUP: RATING: GOOD
SECTORS:11 BYTES: 2816
CATEGORY: SCIENCE
SUBCAT: MATH
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 10/01/80 REVIEW DATE: 05/22/86
AUTHOR: MARGE COLE

Modified from Basic Computer Games. The program gives you an amount of acid and you must decide how much water to add for dilution. The student is given a chemical to water ratio which changes each time.
16K Integer.

```
HOW MUCH WATER ?6
S I Z Z Z Z L E!!!!
YOU HAVE JUST BEEN
DESALINATED INTO BLOB OF QUIVERING
PROTOPLASM

HOWEVER YOU MAY TRY AGAIN WITH
ANOTHER LIFE
TRY AGAIN? (Y/N)
```

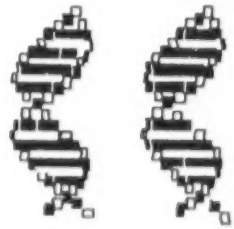
ACCESSION: 1015 PLANT COMPETITION
GROUP: RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: BILL HUGHES

This is a model of an environment in which two plant species compete for the same ground. Watch plant populations grow and recede over many generations. Biology students, farmers, and gardeners will be interested in watching the plants compete for space and light. Suggested ranges are given for each of the characteristics that describe the plants. Try running the program with two plants that are alike except for one of the characteristics. Start with one plant from each of the two populations, putting the specimens near the middle of the screen so they can spread. You must place the plants by coordinates, and the color is hard to see.



ACCESSION: 9897 DNA TUTORIAL LESSONS
GROUP: RATING: RECOMMENDED
SECTORS:490 BYTES: 125440
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR: CAROL R. GONTANG

This series of programs covers the DNA structure and how DNA makes a copy of itself.



.....THERE IT IS! DNA CAN COPY ITSELF.
WITHOUT THAT, LIFE COULD NOT EXIST.

ACCESSION: 6495 FORECAST
GROUP: RATING: GOOD
SECTORS:31 BYTES: 7936
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 07/01/80 REVIEW DATE: 07/02/86
AUTHOR: JOHN COOK

This program allows the student to enter data for a weather forecast. The program accepts only metric units.

PRESENT WEATHER

WIND SOUTHWEST

TEMPERATURE 26 DEGREES C

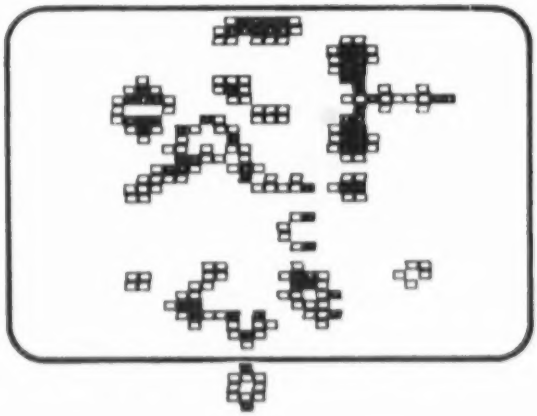
DEWPOINT 5 DEGREES C

BAROMETRIC PRESSURE 90 KPA

ALTITUDE(M)	TEMPERATURE(C)
500	22.8
1000	19.6

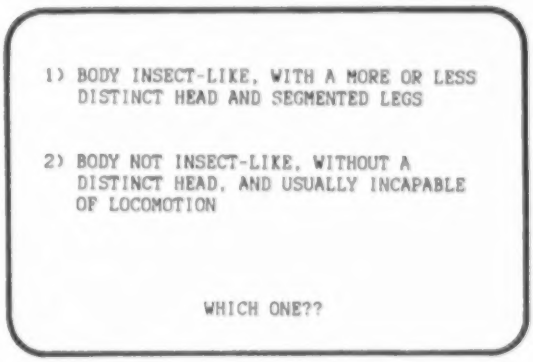
ACCESSION: 9769 LIFE
GROUP: RATING: OK
SECTORS:13 BYTES: 3328
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: ROLAND GUSTAFSSON

The student can watch different degenerations of molecules. The student can choose the options to freeze the generation, single step through each generation, return to automatic after single, or edit after generations have started. This program has very poor documentation.



ACCESSION: 1008 INSECT CLASSIFICATION
GROUP: RATING: RECOMMENDED
SECTORS:78 BYTES: 19968
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR: BILL HUGHES

A series of questions are given to lead the user to the correct classification of insects by the dichotomous key method. The computer guides the systematic study of animals and simplifies a mass of data into a series of questions. This program will be of particular interest to students of biology and collectors of insects.



ACCESSION: 4123 LIFE (LOMEM:3072 HIMEM:8192)
GROUP:4123 RATING: GOOD
SECTORS:18 BYTES: 4608
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/78 REVIEW DATE: 06/16/86
AUTHOR: A.M. GORSKI

John Conway's game of 'Life', which was first described in Scientific American magazine. The player must stabilize the population in various adjoining cells (births, deaths, etc.).

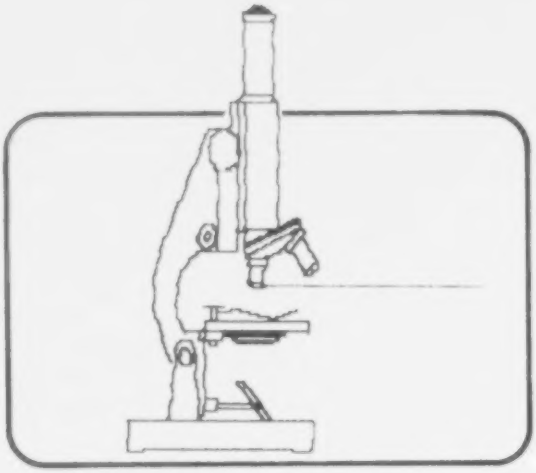
SIMULATION IS NOW IN GENERATION 34
DEPRESS ANY KEY TO END SIMULATION

ACCESSION: 320 LIFE EXPECTANCY
GROUP: RATING: GOOD
SECTORS:31 BYTES: 7936
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/02/80 REVIEW DATE: 06/16/86
AUTHOR: T. LUKAS

This program asks many questions about your current life style and predicts your life expectancy based on that information. Interesting to see how wearing a seat belt and smoking influence how many years you have left!

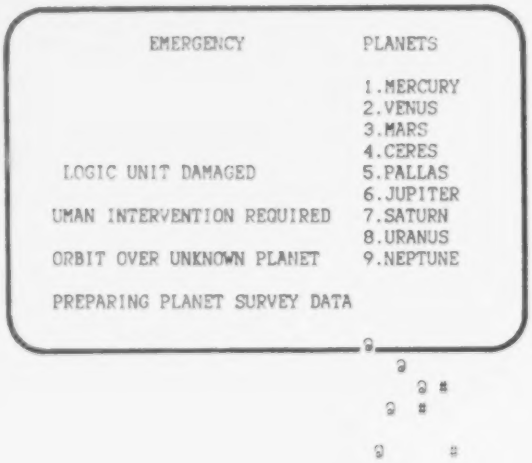
```
DO YOU USE YOUR CAR'S SEAT BELTS AND
FOLLOW SPEED LIMITS REGULARLY ?Y
        76.4+1=77.4

ON THE FOLLOWING SCALE HOW WOULD YOU
RATE YOURSELF?

     HAPPY: 3 2 1 0 -1 -2 -3 UNHAPPY
          ?3
        77.4+3=80.4


-----------------------------------------
   YOUR LIFE EXPECTANCY IS 80.4 YEARS
-----------------------------------------
```

ACCESSION: 7480 MICROSCOPE
GROUP:7480 RATING: RECOMMENDED
SECTORS:51 BYTES: 13056
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 07/01/80 REVIEW DATE: 05/22/86
AUTHOR: RICH BOROVOY



This program provides practice in identifying parts of a microscope. It tests for: eyepiece, tube, fine adjustment, rotating nosepiece, objective lens, arm, stage clip, stage diaphragm, base, mirror, and foot.

ACCESSION: 8474 MAROONED IN SPACE
GROUP: RATING: GOOD
SECTORS:22 BYTES: 5632
CATEGORY: SCIENCE
SUBCAT: ASTRONOMY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/16/86
AUTHOR: WILLIAM COLSHER



A science game where the player is supplied with information and then guesses which planet he's orbiting. Information given includes mass, surface gravity, escape velocity, diameter, number of moons, etc.

ACCESSION: 8787 REACTOR
GROUP: RATING: OK
SECTORS:27 BYTES: 6912
CATEGORY: SCIENCE
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: EDWARD GARNER

In this program you try to find all the stray atoms in the reactor room by noticing reactions in particles shot in the reaction chamber.

```
A C        D
++++++++++++++
+             +
+             +
+             +
+             +D
+  -     -    + REACTOR ROOM
+             +
+             +    ATOM COUNT
+             +    EQUALS 6
+             +
++++++++++++++
A    B

GUESSES          3
FIRINGS          4
```

ACCESSION: 1192 RUTHER
GROUP: RATING: GOOD
SECTORS:13 BYTES: 3328
CATEGORY: SCIENCE
SUBCAT: PHYSICS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/24/86
AUTHOR: BRANDON WEBER

This program performs a hi-res animation of Ernest Rutherford's famous physics experiment. Rutherford was able to calculate that the positive charge in an atom is concentrated in its nucleus. Try to use the data from this program to prove that the radius of a gold atom is 6.9E-15 meters.

```
FIRST, THE SOURCE OF RADIOACTIVE PARTICL
ES
NEXT THE GOLD LEAF

-                    {


# OF PARTICLES IN CENTER=6
DO YOU WANT TO DO IT AGAIN ??
```

ACCESSION: 7325 ROBOT MOTOR
GROUP: RATING: OK
SECTORS:11 BYTES: 2816
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 10/03/78 REVIEW DATE: 06/10/86
AUTHOR: JERRY JENKINS

This program allows you to calculate for the various factors needed to build and operate a robot motor.

```
ROBOT WEIGHT                50 LBS
      SPEED                 10 RPM
      WHEEL DIA.            20 IN

MOTOR SPECIFICATIONS:

      HORSEPOWER            1 HP
      VOLTAGE               6 VOLTS
      MAX CURRENT           125.93 AMPS

      RUNNING CURRENT       12.59 AMPS
      WATTAGE               756 WATTS
WITH GEAR TRAIN TORQUE      41.7 FT-LBS

                     OR     8000 IN-OZS
```

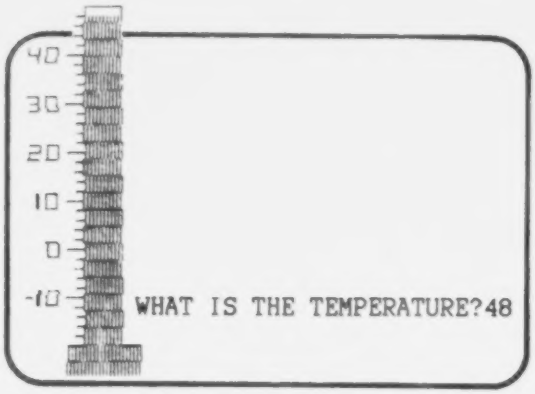
ACCESSION: 1143 SOLAR TUTOR
GROUP:1143 RATING: GOOD
SECTORS:76 BYTES: 18688
CATEGORY: SCIENCE
SUBCAT: LANGUAGE ARTS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: JIM KELLY

This program presents introductory information about the use of solar energy in the home using a nice mixture of text, graphics and multiple choice questions.

```
 TO GET THIS ENERGY WE MOSTLY BURN
FOSSIL FUELS. DO YOU KNOW WHAT FOSSIL
FUELS ARE ?

 ARE THEY :

  A. PEOPLE WE MAKE FUN OF ON APRIL
FIRST ?

  B. STUFF BURIED IN THE GROUND MIL-
LIONS OF YEARS AGO ?

  C. ATOMIC ENERGY ?
```

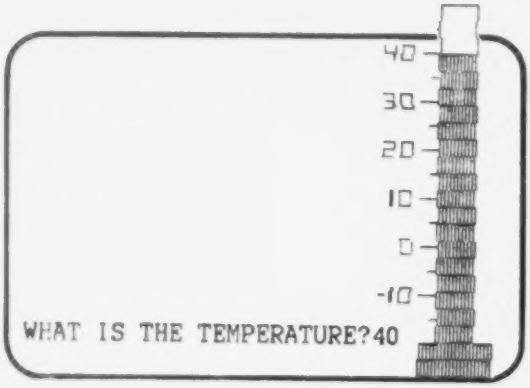
ACCESSION: 9862 THERMOMETER 1
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

The student is shown a thermometer and asked to read it and type in the correct temperature. The range is -10 to 40 degrees, marked every 2 degrees.



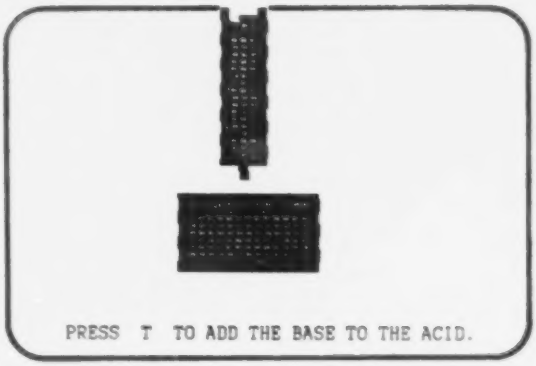
ACCESSION: 9863 THERMOMETER 2
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE. / / REVIEW DATE: 07/04/86
AUTHOR:

The student is shown a thermometer and asked to read it and type in the correct temperature. The range is -10 to 40 degrees marked every 5 degrees.



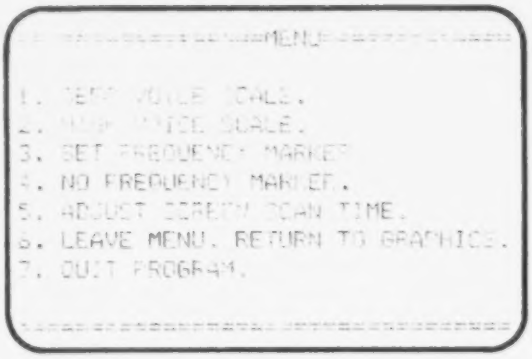
ACCESSION: 7486 TITRATION
GROUP: RATING: GOOD
SECTORS:25 BYTES: 6400
CATEGORY: SCIENCE
SUBCAT: SIMULATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 07/20/78 REVIEW DATE: 05/22/86
AUTHOR:

A program that simulates a chemical titration. The object is to determine the normality of an unknown acid by neutralizing it with base of known concentration. The buret holds 60ml of base. The unknown acid is less than 5 but greater than .1 normal.
Requires 8K Applesoft.

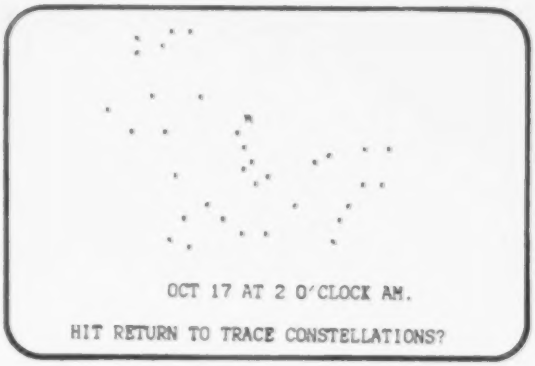


ACCESSION: 9515 VOICEPRINT
GROUP:9515 RATING: POTENTIAL-NEEDS WORK
SECTORS:33 BYTES: 8448
CATEGORY: SCIENCE
SUBCAT: SPEECH
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/25/86
AUTHOR: PETER H. KOSEL

This program is supposed to function like an oscilliscope. However, after the mike was connected and the directions were followed, nothing happened. This program needs some work.

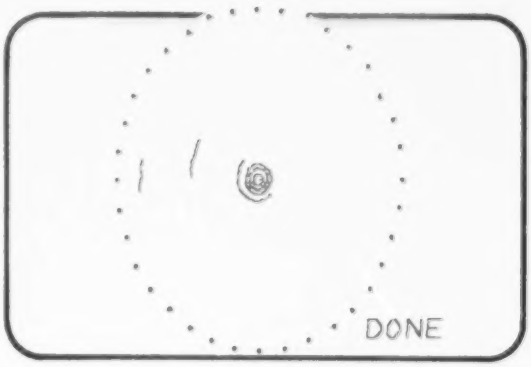


ACCESSION: 1142 NORTHERN CONSTELLATIONS
GROUP: RATING: RECOMMENDED
SECTORS:21 BYTES: 5376
CATEGORY: ASTRONOMY
SUBCAT: SIMULATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 12/29/78 REVIEW DATE: 07/03/86
AUTHOR: HUGH COLLET



Converted to Apple by Craig Copley.
A graphics program that shows how you can tell time using the Big Dipper. The program also shows visually how the constellations rotate over the hours. Instructions are in the program.
Level: Grades 9 to adult.

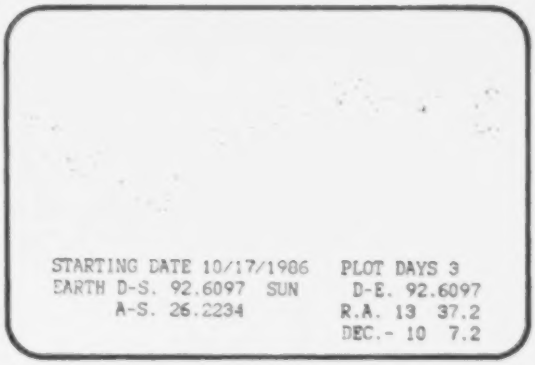
ACCESSION: 1017 SOLAR SYSTEM
GROUP: RATING: RECOMMENDED
SECTORS:25 BYTES: 6400
CATEGORY: ASTRONOMY
SUBCAT: SIMULATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE. 08/01/80 REVIEW DATE: 07/03/86
AUTHOR: DAVE A. PARTYKA



The solar system is simulated first as seen from above and then as the planets are seen moving against background stars. Many excellent lessons in astronomy result. The program says DONE when it's finished. This is nice because the plotting process is slow and difficult to follow.

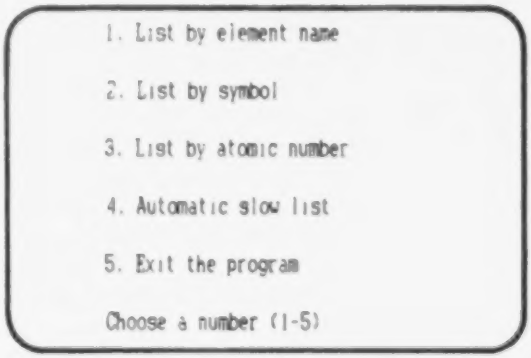
ACCESSION: 1018 SOLAR SYSTEM SIMULATION 2
GROUP:1018 RATING: RECOMMENDED
SECTORS:94 BYTES: 24064
CATEGORY: ASTRONOMY
SUBCAT: SIMULATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR: DAVE A. PARTYKA

Three programs that simulate the solar system as seen from above and then as the planets are seen moving against background stars. SOLAR SYSTEM SIMULATION 2 allows you to choose month, day and year to be plotted or printed. SOLAR SYSTEM SIMULATION shows the rotation of the stars. SSS INFORMATION is the documentation by J.T. Riley for both of these programs.



ACCESSION: 8140 ELEMENT TABLE
GROUP: RATING: OK
SECTORS:16 BYTES: 4096
CATEGORY: SCIENCE
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 11/30/99
AUTHOR: RICHARD W. WAGNER

This program will allow you to list the Element Table by name (NEON), symbol (NE), or atomic number (10). Keep <caps lock> key down or the program will freeze. This would make a good review/check for students after they have done a paper and pencil listing of the elements.



ACCESSION: 5799 ANTENNA LENGTH
GROUP: RATING: OK
SECTORS:3 BYTES: 768
CATEGORY: PHYSICS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

This program calculates the amount of antenna cable that needs to be cut for resonant frequency supplied by the user.

```
WHAT IS THE RESONANT FREQ. THE ANTENNA
IS TO BE CUT FOR ?  120


CUT YOUR ANTENNA WIRE TO THE LENGTH OF
 3.9  FEET AND YOU WILL BE RESONANT AT
 120  MHZ


HIT ANY KEY TO CONTINUE
```

ACCESSION: 7292 OHM'S LAW FORMULA
GROUP: RATING: OK
SECTORS:6 BYTES: 1536
CATEGORY: PHYSICS
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR:

This program solves problems in electricity. The computer asks for the desired function: resistance, current, voltage, and power.

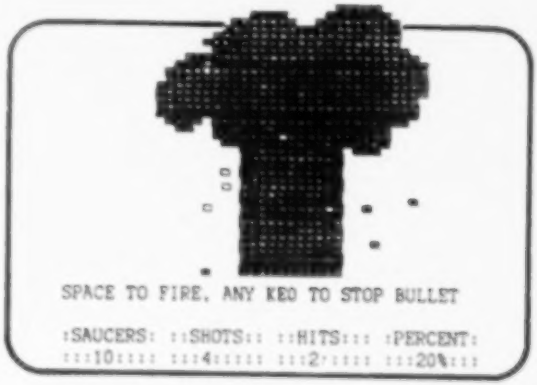
```
            OHM'S LAW FORMULA

SELECT NUMBER FOR DESIRED FUNCTION

RESISTANCE(R) #1

CURRENT(C)    #2

VOLTAGE(V)    #3

POWER(P)      #4

UNKNOWN FACTOR
```

SKILLS

TRAINING

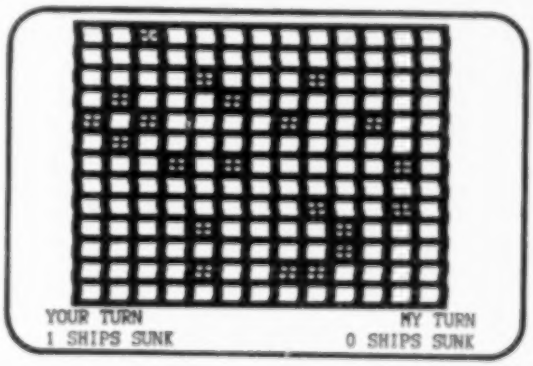
ACCESSION: 7455 ALIEN DRIZZLE
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: EYE-HAND COORDINATION
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

Color, sound, eye/hand coordination combined to create a fun and challenging game. The player shoots at flying saucers. The program keeps track of accuracy percentage.



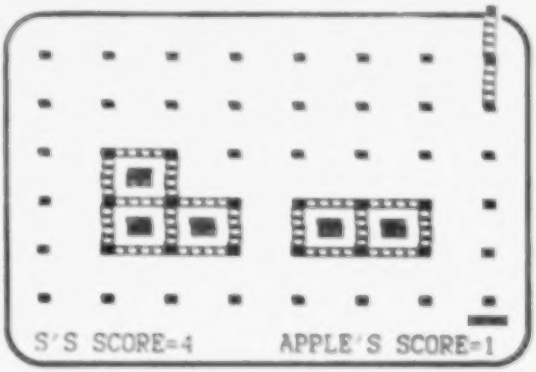
ACCESSION: 8995 BATTLESHIP
GROUP: RATING: OK
SECTORS:15 BYTES: 3840
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: 06/14/80 REVIEW DATE: 06/16/86
AUTHOR: JEFF MASON

It's you against the computer. Use both paddles (one controls the horizontal the other controls the vertical) and either button to place your five ships and select your firing grid. You can sink your own ships so be careful where you shoot.



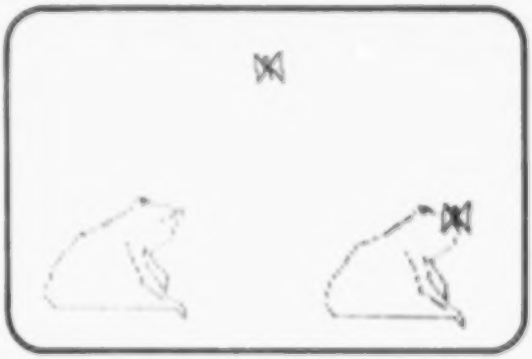
ACCESSION: 4100 CONNECTION
GROUP: RATING: GOOD
SECTORS:17 BYTES: 4352
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR: MICHAEL BRYAN

This is a paddle game in which the player tries to draw a line between two dots. If you win a box you get another try.

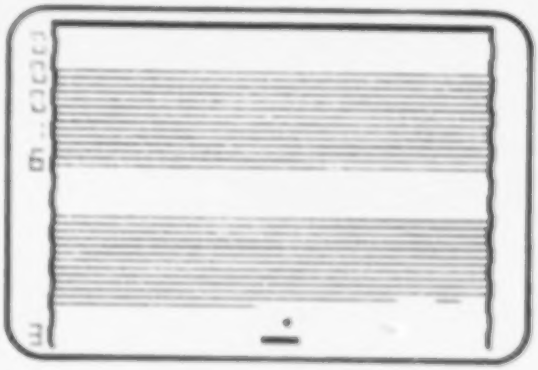


ACCESSION: 9841 FROG & FLY
GROUP: RATING: GOOD
SECTORS:10 BYTES: 2560
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR: PAUL SCHWEJDA

A green frog appears in the bottom left corner of the screen waiting for lunch! Press return and a fly appears at the top left of the screen and 'flies' across the screen. Press return before the fly gets away and watch the frog eat the fly! The flies pick up speed on each run.
8K Applesoft
Modified fy Frank Frost.

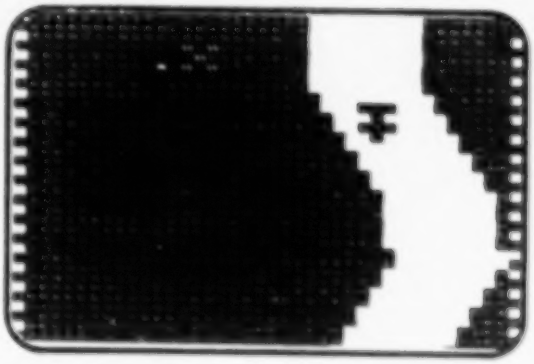


ACCESSION: 8999 HI-RES BREAKOUT
GROUP:8999 RATING: RECOMMENDED
SECTORS:36 BYTES: 9216
CATEGORY: EYE-HAND COORDINATION
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/16/86
AUTHOR:



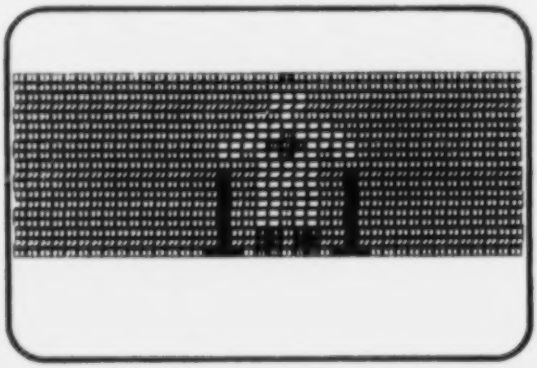
In this game players get five balls per game. Paddle 0 puts a ball in play. The speed increases as you keep the ball in play and gets frantic if you're really good. The score is displayed as the game progresses. At the end, hitting any key will start another game.

ACCESSION: 9002 LE MANS FOR ONE
GROUP: RATING: POOR
SECTORS:15 BYTES: 3840
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: JOYSTICK/PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/16/86
AUTHOR:



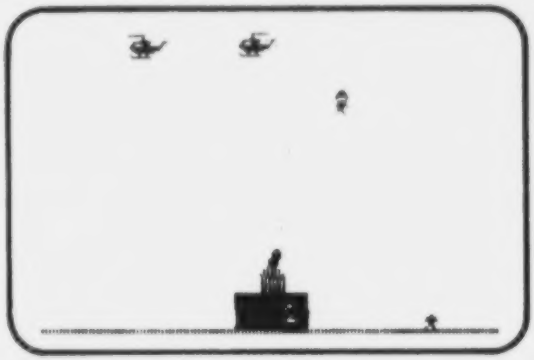
Select from 10 skill levels and steer your car through a winding track. Five crashes put you out of the race but if you make it through 10 laps without a crash you'll have a perfect score. The road becomes narrower at each higher level.

ACCESSION: 9097 SKI RACER
GROUP: RATING: NOT RECOMMENDED
SECTORS:19 BYTES: 4864
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: 09/01/79 REVIEW DATE: 05/26/86
AUTHOR: PEL WHITING



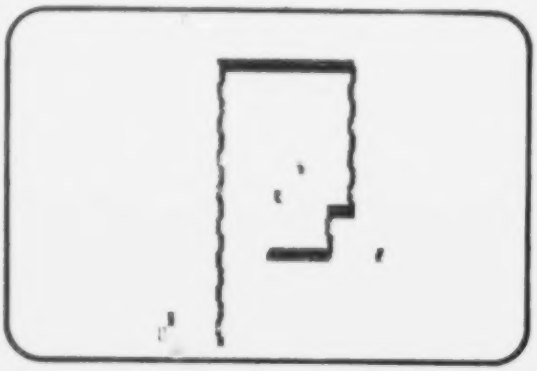
Ski the faceless racer downhill through 10 slalom gates. Place the racer as close to the correct (green) side of the gate as possible without hooking or missing it. The gates "pop up" without warning and you automatically lose (wipe out) if you touch one. There is not enough time to move the skier across the screen and this also generates an automatic disqualification.

ACCESSION: 7457 SABOTAGE
GROUP: RATING: RECOMMENDED
SECTORS:57 BYTES: 14592
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/22/86
AUTHOR: MARK ALLEN



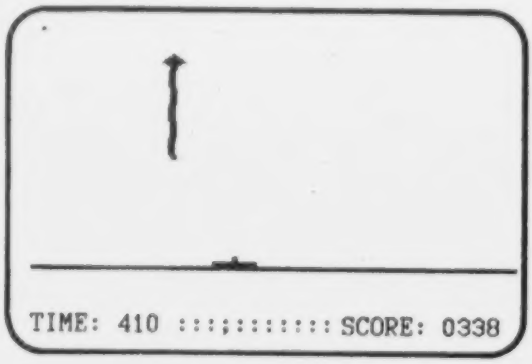
The object of SABOTAGE is to score as many points as possible before the enemy destroys your gun emplacement. Your gun may be destroyed either by a hit from an enemy bomb or by sabotage when enough paratroopers have reached the ground. The gun may be controlled with a paddle or the keyboard. If you are using the keyboard, pressing "D" will move the gun counter-clockwise and "F" will move it clockwise. Any other key will fire a shell. Firing a shell costs one point.

ACCESSION: 4067 SNAKE ARCADE GAME
GROUP:4067 RATING: GOOD
SECTORS:42 BYTES: 10752
CATEGORY: EYE-HAND COORDINATION
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: T FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/82 REVIEW DATE: 07/05/86
AUTHOR: DAVE HOFFMAN



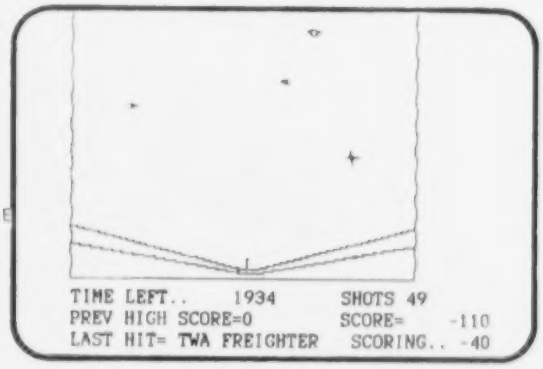
This is a keyboard maze. Try to move the ever-growing snake to eat the pellet while avoiding the walls and itself. The snake moves by itself at a rapid pace once you start the game. The game gets very hard at level 2.

ACCESSION: 9005 SPACE ADVENTURE
GROUP: RATING: GOOD
SECTORS:34 BYTES: 8704
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: T INPUT: JOYSTICK/PADDLE
PROGRAM DATE. / / REVIEW DATE: 07/16/86
AUTHOR: A.G. HILL



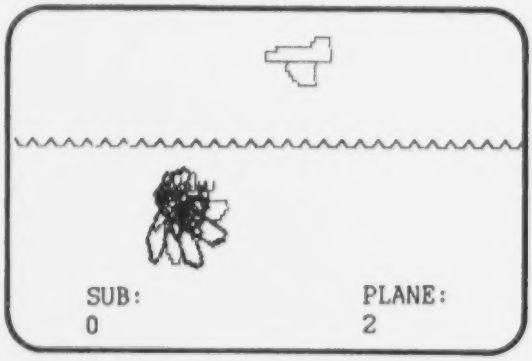
It's you against the alien spaceship in this race against the clock. Complete with "space" sound effects.

ACCESSION: 9006 STAR ATTACK
GROUP:9006 RATING: OK
SECTORS:34 BYTES: 8704
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: JOYSTICK/PADDLE
PROGRAM DATE: 01/01/79 REVIEW DATE: 06/06/86
AUTHOR:



Star Attack Basic, Micro-Sparc, P.O. Box 325, Lincoln, MA 01773
Shoot at seven different targets in this "timed" game. Three of the targets are friendly and subtract from your score if you shoot them, so be careful.

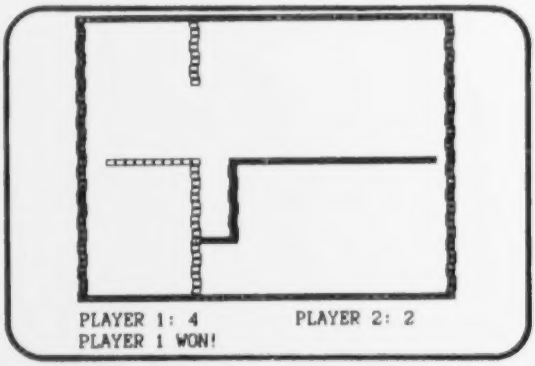
ACCESSION: 9108 SUBSCAN
GROUP:9108 RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR: CHIP ANDERSON



A hi-res shooting game for two players that pits a plane against a submarine.

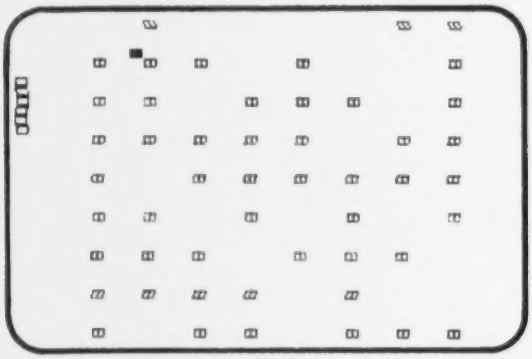
ACCESSION: 9113 WALL-INSTRUCTIONS
GROUP:9113 RATING: GOOD
SECTORS:20 BYTES: 5120
CATEGORY: EYE-HAND COORDINATION
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

A game for two players where the players try not to let their lines cross.

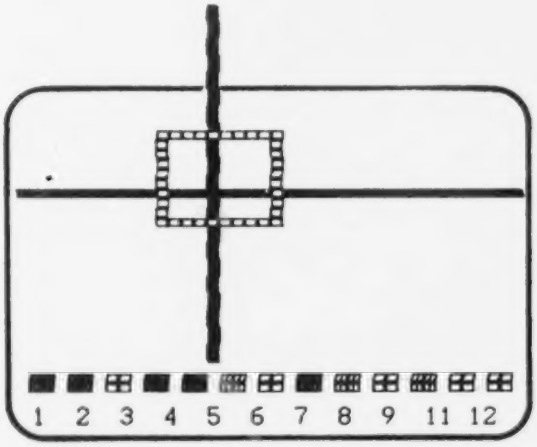


ACCESSION: 9008 WIPE OFF
GROUP: RATING: RECOMMENDED
SECTORS:12 BYTES: 3072
CATEGORY: EYE-HAND COORDINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: JOYSTICK/PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR: HARRY TARNOFF

You get five balls to clear the screen in this "bounce" game. There is no maximum score. If you're good enough you can play forever. There is a choice of three difficulty levels and an option to change the screen colors to whatever you want.

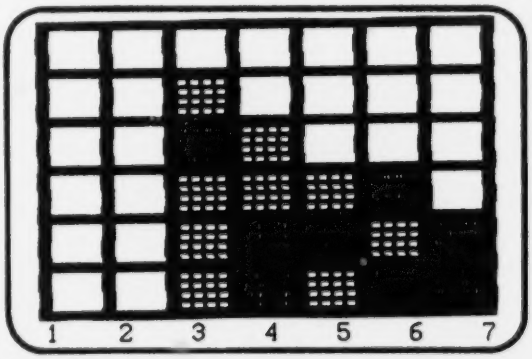


SCORE = 220
YOU HAVE 2 BALLS LEFT



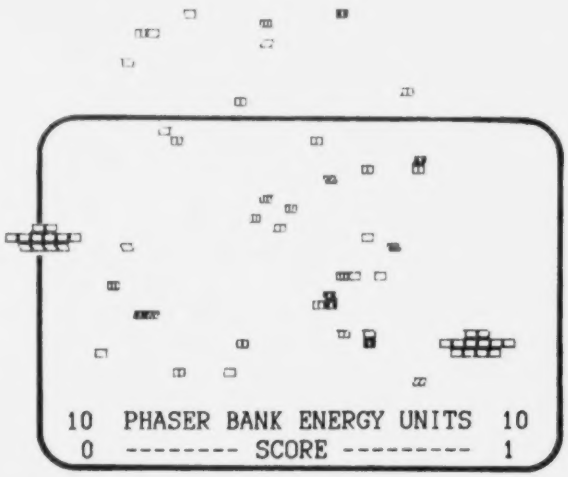
ACCESSION: 8463 CHASER
GROUP: RATING: GOOD
SECTORS:26 BYTES: 6656
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: 08/01/78 REVIEW DATE: 06/23/86
AUTHOR: CHARLIE KELLNER

This is an animated color graphics game which will challenge your reaction time. A color target moves across the screen and the player must hit the paddle button when the target is positioned over the crosshair. Challenging - and requires patience.
Level: Teen to adult.



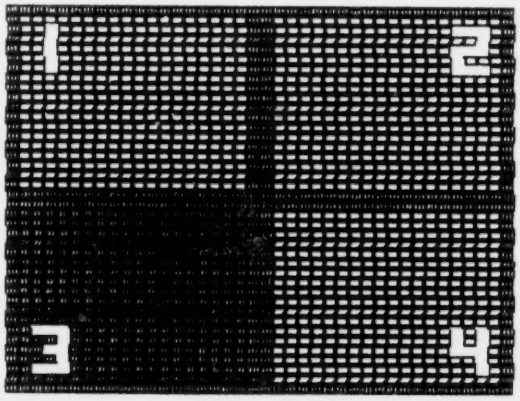
ACCESSION: 7473 CONNECTION
GROUP: RATING: RECOMMENDED
SECTORS:19 BYTES: 4864
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 09/12/79 REVIEW DATE: 05/22/86
AUTHOR: CHIP ANDERSON

The object of this game is to connect four of your checkers in a row either across, up and down, or diagonally while preventing your opponent from doing the same.



ACCESSION: 8996 FLYING SAUCERS
GROUP: RATING: GOOD
SECTORS:8 BYTES: 2048
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: EYE-HAND COORDINATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR:

In this program each player has 10 phaser units to use to destroy the opponent's ship. Recharging occurs automatically on a hit or if both sides use up their phaser units. A game is ten rounds with scores shown as the game progresses.



HIGH SCORE = 2

CURRENT SCORE = 2

ACCESSION: 8469 FOLLOW ME
GROUP: RATING: GOOD
SECTORS:19 BYTES: 4864
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: GAME
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: DON WILLIAMS

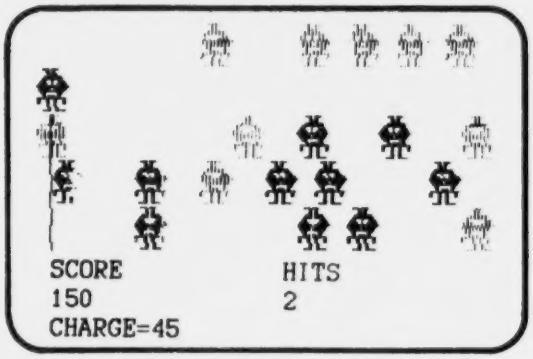
This is a computer version of the game "Simon". It tests visual and auditory memory. The directions are poor.
Level: 10 to adult.

ACCESSION: 8998 GRAND PRIX FOR TWO
GROUP: RATING: OK
SECTORS:14 BYTES: 3584
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: EYE-HAND COORDINATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: T FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: 06/05/79 REVIEW DATE: 06/06/86
AUTHOR: CHARLES G. BOODY

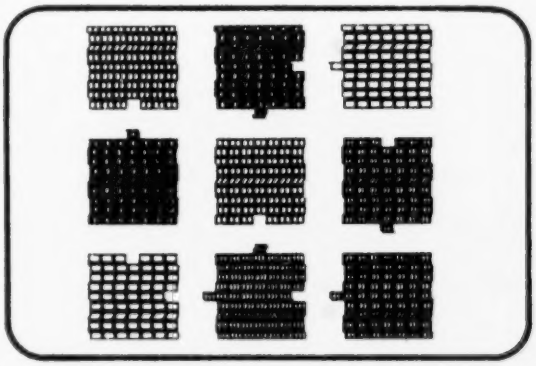
Choose from three difficulty levels and steer your car down a narrowing road. The game shows winner and loser scores at the end. Very difficult to steer with paddles.

ACCESSION: 9000 INVADERS
GROUP:9000 RATING: GOOD
SECTORS:60 BYTES: 15360
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: EYE-HAND COORDINATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: JOYSTICK/PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR:

Shoot as many of the aliens as you can before they either shoot you five times or reach your battle station. The program makes cute sounds during the action, especially when the aliens are stomping on you!

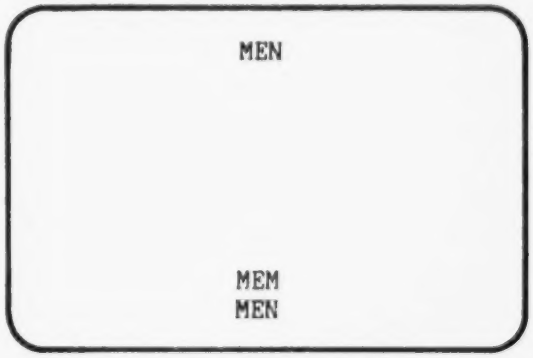


ACCESSION: 8472 JIG-SAW PUZZLE
GROUP: RATING: RECOMMENDED
SECTORS:19 BYTES: 4864
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: LOGIC
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 01/01/81 REVIEW DATE: 07/16/86
AUTHOR: TED M. SNOOK



Original by Bob Sander-Cederlof.
Nine colored puzzle pieces are presented on the screen. The player must put them together to form a square.
Level: 4 to adult.

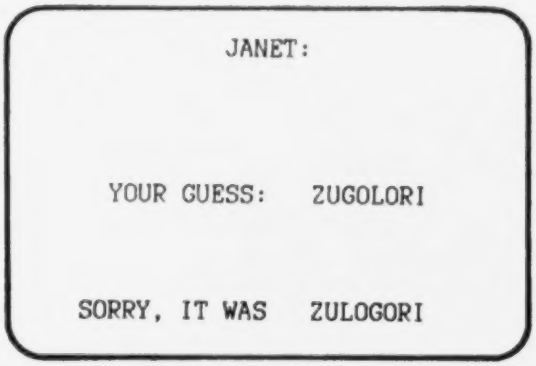
ACCESSION: 244 LETTER DISCRIMINATION
GROUP: RATING: GOOD
SECTORS:7 BYTES: 1792
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: TYPING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:



The computer presents two or three letter words for the student to type back. This program was designed for three to five year olds.

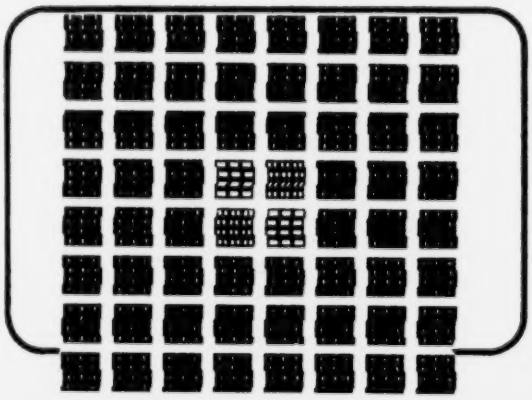
ACCESSION: 1190 MEMORY GAME
GROUP: RATING: GOOD
SECTORS:7 BYTES: 1792
CATEGORY: VISUAL DISCRIMINATION
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/02/86
AUTHOR: DAVID SPARKS

This program challenges you to memorize and repeat a group of random letters. The program selects the letters from separate groups of vowels and consonants so that you can pronounce the letter sequence. The program allows you to indicate how many players are competing and how many points to win the game.



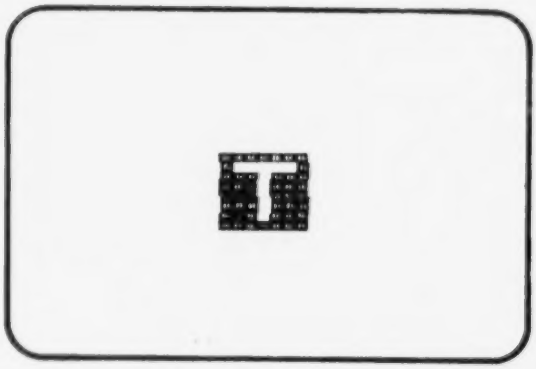
ACCESSION: 8489 OTHELLO
GROUP: RATING: RECOMMENDED
SECTORS:9 BYTES: 2304
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: EYE-HAND COORDINATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: PADDLE
PROGRAM DATE: / / REVIEW DATE: 06/11/86
AUTHOR: J. CROSSLEY

In this game you select a square so that you will have squares at each end of an opponent's row and then push your paddle button. This program takes eye/hand coordination and thinking skills. It's a lot of fun.
Level: 6 to adult.



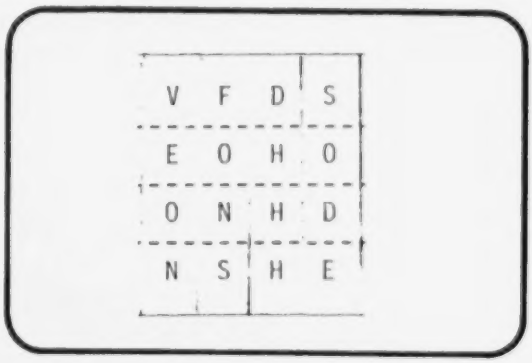
SELECT A SQUARE SO THAT YOU WILL HAVE SQUARES AT EACH END OF AN OPPONENT'S ROW AND THEN PUSH THE BUTTON.

ACCESSION: 1195 SIMON
GROUP: RATING: NOT RECOMMENDED
SECTORS:13 BYTES: 3328
CATEGORY: VISUAL DISCRIMINATION
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 12/01/80 REVIEW DATE: 07/02/86
AUTHOR: MARK WELTY



This program simulates the popular electronic game and lets you choose from four levels of difficulty. Appears impossible to win. Uses t, y, g, and h. If you touch any other keys, you lose.

ACCESSION: 76 BOGGLE II
GROUP: RATING: GOOD
SECTORS:20 BYTES: 5120
CATEGORY: VISUAL DISCRIMINATION
SUBCAT: LANGUAGE ARTS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/11/80 REVIEW DATE: 11/30/99
AUTHOR: BILL OSMER



The object of this game is to list on paper, within 3 minutes, as many words of the highest point value as you can. The letters are presented in a grid, 4 letters across, and 4 letters deep. The screen display is very clear and easy to read. The words must contain at least 3 letters. If you look at the screen, you can see the words SHE and SHED and FOE. The directions are very clear and easy to understand. Any number of players can enjoy this game.

SOCIAL

STUDIES

ACCESSION: 1309 CAPITALS OF STATES III
GROUP: RATING: GOOD
SECTORS:17 BYTES: 4352
CATEGORY: HISTORY - U.S.
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: DAVE ALVERSON

This program offers a choice of fill-in or multiple choice questions on U.S. state capital cities.

```
1.WYOMING
2.WASHINGTON
3.IDAHO
4.WEST VIRGINIA

CHEYENNE IS THE CAPITAL OF ?1

RIGHT! YOU HAVE 6CORRECT
```

ACCESSION: 1310 CAPITALS OF STATES V
GROUP:1310 RATING: RECOMMENDED
SECTORS:29 BYTES: 7424
CATEGORY: HISTORY - U.S.
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program drills state names and capitals on a region by region basis. Each state must be identified from a hi-res map. The full name of the stae must be used. Three incorrect responses and the computer will tell the answer.

WHAT STATE IS THIS?MAINE

ACCESSION: 9035 CIVIL WAR
GROUP: RATING: OK
SECTORS:43 BYTES: 11008
CATEGORY: SOCIAL STUDIES
SUBCAT: SIMULATION
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/06/86
AUTHOR:

In this program you can select from 14 Civil War battles and 5 offensive or defensive strategies. After the battle is fought the outcome is compared with the actual historical outcome of that battle. Typing 0 during the game gets a list of options.

```
THIS IS THE BATTLE OF SHILOH
APRIL 6-7, 1862. THE CONFEDERATE SUR-
PRISE ATTACK AT SHILOH FAILED DUE TO
POOR ORGANIZATION.

                CONFEDERACY      UNION
MEN              9851            37243
MONEY           $297700         $333600
INFLATION        27%             8%
CONFEDERATE GENERAL---
HOW MUCH DO YOU WISH TO SPEND FOR
  -FOOD......? $5000
  -SALARIES..? $50000
  -AMMUNITION? $10000
```

ACCESSION: 7460 GEOGRAPHY
GROUP: RATING: GOOD
SECTORS:26 BYTES: 6656
CATEGORY: SOCIAL STUDIES
SUBCAT: LANGUAGE ARTS
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

One player names a geographical location whose first letter is the same as the last letter of the word before. Competition is against the computer and the following categories are allowed: continents, countries, U.S. states, Canadian provinces, major world capitals, U.S. state capitals and oceans and rivers. Load and list the data statements for an impressive list of geographical locations.

```
MY WORD IS:       VANCOUVER
WHAT'S YOUR WORD?RHODE ISLAND
MY WORD IS:       DES MOINES
WHAT'S YOUR WORD?SOUTH AMERICA
MY WORD IS:       AUGUSTA
WHAT'S YOUR WORD?ALABAMA
MY WORD IS:       ANNAPOLIS
WHAT'S YOUR WORD?SOUTH CAROLINA
MY WORD IS:       ALBANY
WHAT'S YOUR WORD?YORK
```

ACCESSION: 9915 GOLD RUSH
GROUP:9915 RATING: GOOD
SECTORS:123 BYTES: 31488
CATEGORY: HISTORY - U.S.
SUBCAT: GAME-TEXT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: T FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 01/01/84 REVIEW DATE: 07/04/86
AUTHOR: JAY HOLMES

In this program you travel from Sacramento to go prospecting and make as much money as you can. You have $300 to spend on food, clothing, supplies, gold prospecting gear and transportation to the gold fields. Spend your money wisely - prices rise as the game goes on. 64K Applesoft.

ACCESSION: 1308 NAME THAT DATE
GROUP: RATING: GOOD
SECTORS:20 BYTES: 5120
CATEGORY: SOCIAL STUDIES
SUBCAT: HISTORY - U.S.
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 02/09/80 REVIEW DATE: 07/04/86
AUTHOR: WILL BAYER

This is a multiple choice drill on twenty-five dates in American history. You can easily change the DATA statements to test for other dates. To stop - type '0' for your answer.

```
BENJAMIN FRANKLIN PROVED LIGHTNING
IS A FORM OF ELECTRICITY IN

     1.1620     3.1776

     2.1848     4.1752

1752 IS CORRECT!!
```

ACCESSION: 8473 KING
GROUP: RATING: GOOD
SECTORS:30 BYTES: 7680
CATEGORY: SOCIAL STUDIES
SUBCAT: MATH
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 05/16/86
AUTHOR:

You are the premier of Status Detinu, a small island. Your job is to decide the country's fate by rationing out money, food, land and jobs. The hazards and benefits of industry, tourism, pollution and education all come into play.

```
HOW MUCH TO SPEND ON EDUCATION - ?600

HOW MUCH TO SPEND TO COMBAT POLLUTION?0

500 PEOPLE DIED OF STARVATION.

YOU WERE FORCED TO SPEND 4500
RALLODS FOR FUNERAL EXPENSES.
500 COUNTRYMEN DIED IN ONE YEAR?

DUE TO THIS EXTREME MISMANAGEMENT
YOU HAVE BEEN THROWN OUT OFFICE AND YOU
HAVE ALSO GAINED A VERY BAD REPUTATION.
```

ACCESSION: 6500 LAF ISLAND
GROUP: RATING: GOOD
SECTORS:49 BYTES: 12544
CATEGORY: SOCIAL STUDIES
SUBCAT: GAME-TEXT
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 08/01/80 REVIEW DATE: 06/24/86
AUTHOR: JACK WILCOX

Lost and Forgotten Island is a survival game based on cooperation. It contains a mixture of life's values. Up to three players can play, and it's more fun with three. The player has the option to either dig for gold or build a ship in order to survive an approaching hurricane. You need to keep a list of your tools so you know which ones you can trade. The object? Survival!

```
THIS IS DAY 2

BILL HAS 2751 DOLLARS WORTH OF GOLD,
A TOOL PROFICIENCY OF 7
2 WORK POINTS, WHICH IS 100 PERCENT
 OF THE TOTAL AND THE FOLLOWING TOOLS:

      EXPLOSIVES
      PICKAXE
      SAW
      LUMBER

PRESS 'RETURN' TO CONTINUE...
```

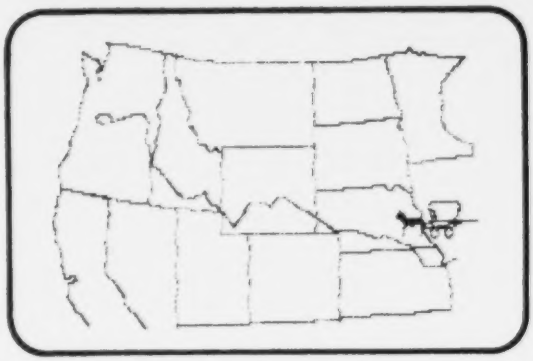
ACCESSION: 7465 NAME THE STATES
GROUP: RATING: GOOD
SECTORS:16 BYTES: 4096
CATEGORY: HISTORY - U.S.
SUBCAT: SPELLING
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 04/01/79 REVIEW DATE: 07/04/86
AUTHOR: KEVIN ARMSTRONG

Last modified 4/8/81 by C.D.E.
This is a game to see how many states a student can name from memory. For a list of states already guessed, type the letter 'L' and to quit type the number '0'.

```
PLEASE ENTER NAME OF STATE

AND PRESS <RETURN>.

1.?MARYLAND?
```

ACCESSION: 1305 OREGON
GROUP:1305 RATING: RECOMMENDED
SECTORS:79 BYTES: 20224
CATEGORY: HISTORY - U.S.
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program simulates a trip over the Oregon Trail in 1847. This version features a hi-res map and animated graphics.



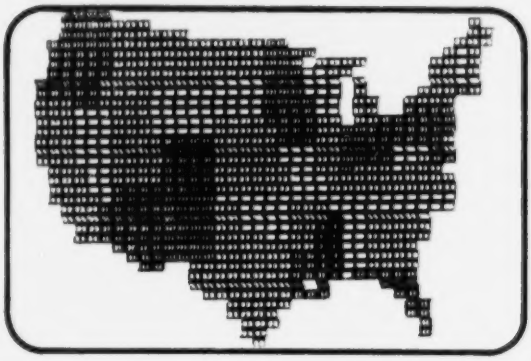
ACCESSION: 5810 NATIONS AND CAPITALS
GROUP: RATING: GOOD
SECTORS:23 BYTES: 5888
CATEGORY: SOCIAL STUDIES
SUBCAT: HISTORY - WORLD
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: DAVE ALVERSON

This is a multiple choice and fill-in practice on nations and their capitals. The program Keeps track of the number of questions answered correctly. 8K Applesoft.

```
1.COPENHAGEN
2.PARIS
3.BOGOTA
4.SAN SALVADOR

THE CAPITAL OF COLOMBIA IS?3

RIGHT! YOU HAVE 4CORRECT
```

ACCESSION: 4133 STATE CAPITALS
GROUP: RATING: RECOMMENDED
SECTORS:45 BYTES: 11520
CATEGORY: SOCIAL STUDIES
SUBCAT: HISTORY - U.S.
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: 03/01/78 REVIEW DATE: 07/04/86
AUTHOR: CHARLES L. HEARN

This is a game to see how well the player knows the state capitals. Players can choose to have the states presented in alphabetical or random order. The program will plot state capitals on a map and the player can choose whether or not they remain on the map. Gives you your score after each five states.



```
WHAT IS THE CAPITAL OF:
LOUISIANA ?      BATON ROUGE
VERY GOOD!
```

ACCESSION: 7485 STATES & CAPITALS
GROUP: RATING: GOOD
SECTORS:22 BYTES: 5632
CATEGORY: SOCIAL STUDIES
SUBCAT: HISTORY - U.S.
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 08/06/86
AUTHOR: DAVE ALVERSON

The student has the choice of taking a fill-in or a multiple choice test to match states to their capitals. Fill-ins must be answered with the correct spelling.

```
1.AUGUSTA
2.PIERRE
3.LINCOLN
4.JUNEAU

THE CAPITAL OF ALASKA IS?4

RIGHT! YOU HAVE 3 CORRECT.
```

ACCESSION: 1148 US PRESIDENTS
GROUP: RATING: RECOMMENDED
SECTORS:14 BYTES: 3584
CATEGORY: SOCIAL STUDIES
SUBCAT: HISTORY - U.S.
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 05/28/80 REVIEW DATE: 07/04/86
AUTHOR: JEFF MASON

The object of this game is to arrange the presidents in order. This is not easy because the game expects the student to put all forty presidents in correct order. Load and list the program to see the correct order!
Level: Grade 8 to adult.

```
* [01] JEFFERSON      [21] NIXON
  [02] MONROE         [22] W.H. HARRISON
  [03] J. ADAMS       [23] HOOVER
  [04] EISENHOWER     [24] PIERCE
  [05] FORD           [25] ARTHUR
  [06] CLEVELAND      [26] TRUMAN
  [07] FILLMORE       [27] HARDING
  [08] TAFT           [28] JACKSON
  [09] GRANT          [29] F. ROOSEVELT
  [10] J.Q. ADAMS     [30] CARTER
  [11] KENNEDY        [31] REGAN
  [12] WILSON         [32] BUCHANAN
  [13] MCKINLEY       [33] LINCOLN
  [14] GARFIELD       [34] TYLER
  [15] HAYES          [35] B. HARRISON
  [16] A. JOHNSON     [36] POLK
  [17] TAYLOR         [37] MADISON
  [18] WASHINGTON     [38] T. ROOSEVELT
  [19] CLEVELAND      [39] COOLIDGE
  [20] VAN BUREN      [40] L. JOHNSON
```

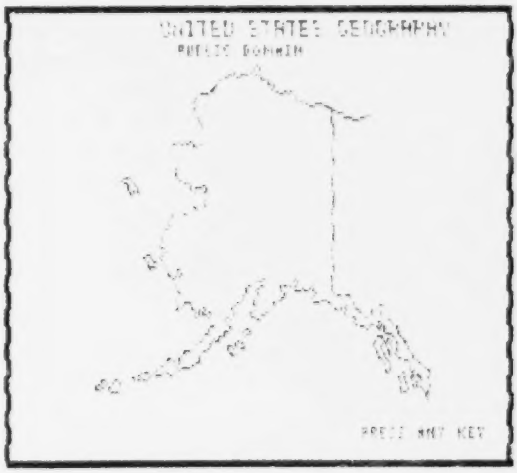
ACCESSION: 8494 WORLD WAR
GROUP: RATING: POOR
SECTORS:23 BYTES: 5888
CATEGORY: SOCIAL STUDIES
SUBCAT: MATH
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 06/27/77 REVIEW DATE: 06/11/86
AUTHOR: JOE JAWORSKI

Modified by T.N. Taylor, 09-09-78.
From 2/78 INTERFACE AGE.
The actual name on the disk is WORLD POWER 6.
Text war game. Documentation is included on the disk.
Delete line 567 in the program.("567 GOSUB 2000") There is no line 2000 in the program.

```
STATUS REPORT: NO. AMERICA

DEFENSE        QUANTITY        LOCATION

TROOPS          64470          SOUTH SHORE
PLANES          62             SOUTH SHORE
ARTILLARY       62             SOUTH SHORE
TANKS           55             EAST SHORE
MISSILES        29             SOUTH SHORE

MANEUVER:  (1) COUNTRY STATUS,
           (2) TRANSPORT,
           (3) GLOBAL STATUS,
           (4) SPY, OR
           (5) ATTACK?
```

ACCESSION: 10069 U.S.GEOGRAPHY
GROUP: RATING: RECOMMENDED
SECTORS:184 BYTES: 47104
CATEGORY: HISTORY - U.S.
SUBCAT: GEOGRAPHY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: T INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program presents a wonderful hi-res map of a given area and asks the user to type the name of the state capital. The first three letters of the name are enough. Then the user must type the name or abbreviation for each of the bordering states. If you don't know, you can press return. You may quit and use the 'save' and 'load' options to keep your place in this game. Your score is based on how many hints you need to corectly answer the questions.



TEACHER

UTILITIES

ACCESSION: 9853 ACHIEVEMENT BUILDER
GROUP:9853 RATING: RECOMMENDED
SECTORS:61 BYTES: 15616
CATEGORY: TEACHER UTILITIES
SUBCAT: TEST MAKER
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 05/03/82 REVIEW DATE: 07/04/86
AUTHOR: ADDISON W. HALL

This program will allow you to create a test and store it on the disk. If you wish to create your own disk for creating and storing tests you can copy these programs and files to another disk. Up to eighty multiple choice questions can be on each test.

```
QUESTION #3
   What has four feet and meows?

A) DOG
B) CAT
C) PIG
D) BEE

THE CORRECT ANSWER IS B
```

ACCESSION: 10078 ADDRESS BOOK - LABELS
GROUP: RATING: RECOMMENDED
SECTORS:33 BYTES: 8448
CATEGORY: TEACHER UTILITIES
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program is a basic filing system which lets you keep track of your friends' addresses and phone numbers. The input screens are clear and easy to follow. One option lets you print address labels. If you select to have all the records printed without prompting there is no line spacing between addresses. This is an easy problem to correct. Edit lines 900-980 to make the program space correctly. You can also remove the To:.

```
A - LOAD A FILE
B - SAVE A FILE
C - LIST A SPECIFIC RECORD
D - LIST ALL RECORDS ON FILE.
E - UPDATE CURRENT FILE IN MEMORY
F - PRINT LABELS
G - DISK CATALOG
H - CLEAR CURRENT FILE
I - HELP
J - QUIT
```

ACCESSION: 6026 ANSWER SHEET
GROUP: RATING: RECOMMENDED
SECTORS:7 BYTES: 1792
CATEGORY: TEACHER UTILITIES
SUBCAT: TEST MAKER
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 03/01/82 REVIEW DATE: 07/04/86
AUTHOR:

With this program you can print out your own answer key form similar to the SAT form. The comuter asks you if you want a half sheet (half sheet of paper equals 100 questions) or whole. The format can be multiple choice or short answer. Line 155 can be changed to personalize the name for your class.

```
NAME-----------------------------CLASS-----#-----
    A B C D E       A B C D E       A B C D E
1   0 0 0 0 0   26  0 0 0 0 0   51  0 0 0 0 0
2   0 0 0 0 0   27--------------52  0 0 0 0 0
3   0 0 0 0 0   28  0 0 0 0 0   53  0 0 0 0 0
4   0 0 0 0 0   29  0 0 0 0 0   54-------------
5---------------30  0 0 0 0 0   55  0 0 0 0 0
6   0 0 0 0 0   31  0 0 0 0 0   56  0 0 0 0 0
7   0 0 0 0 0   32  0 0 0 0 0   57  0 0 0 0 0
8   0 0 0 0 0   33  0 0 0 0 0   58  0 0 0 0 0
9   0 0 0 0 0   34  0 0 0 0 0   59  0 0 0 0 0
10  0 0 0 0 0   35  0 0 0 0 0   60  0 0 0 0 0
11  0 0 0 0 0   36  0 0 0 0 0   61  0 0 0 0 0
12  0 0 0 0 0   37  0 0 0 0 0   62  0 0 0 0 0
13  0 0 0 0 0   38  0 0 0 0 0   63  0 0 0 0 0
14  0 0 0 0 0   39  0 0 0 0 0   64  0 0 0 0 0
15  0 0 0 0 0   40  0 0 0 0 0   65  0 0 0 0 0
```

ACCESSION: 6027 BELL SCHEDULE
GROUP: RATING: POTENTIAL-NEEDS WORK
SECTORS:6 BYTES: 1536
CATEGORY: TEACHER UTILITIES
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/13/86
AUTHOR: JOHN TACKE

This program lets you set up a bell schedule for your school. The program didn't work when tested.

```
?
```

ACCESSION: 271 CHEM GRADER
GROUP:271 RATING: RECOMMENDED
SECTORS:17 BYTES: 4352
CATEGORY: TEACHER UTILITIES
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/23/86
AUTHOR:

You must run CHEM GRADER INIT to create the text file to be called by this program. Don't use commas in the date field. Notice the two sets of scores - one is without names for posting grades, and the other has names for teacher use. You need this program!

```
AVERAGE 84.4
STANDARD DEVIATION 16.4560019
0
A 92.628001 AND UP
B 76.171999 AND UP
C 59.7159971 AND UP
D 51.4879961 AND UP
```

ACCESSION: 238 CLASS GRADE BOOK
GROUP: RATING: POTENTIAL-NEEDS WORK
SECTORS:30 BYTES: 7680
CATEGORY: TEACHER UTILITIES
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/13/86
AUTHOR: STEVE TEBOW

A nifty looking program, but it doesn't work. It allows you to add scores, edit existing score files, check averages, display student grades, and several other functions. If you have some programming knowledge, it may be worth it to try this one out.

```
DO YOU WISH TO:

1 MAKE NEW FILES

2 ADD A NEW STUDENT

3 DROP A STUDENT

4 RETURN TO MENU

                YOUR CHOICE??
```

ACCESSION: 1091 GRADE AVERAGE
GROUP: RATING: RECOMMENDED
SECTORS:13 BYTES: 3328
CATEGORY: TEACHER UTILITIES
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/19/86
AUTHOR:

This program computes number and letter averages for test scores by individual students. A final summary is given with all the students names and grade averages.

```
FINAL SUMMARY
----- -------

ELLEN          91
RALPH          73.5
CINDY          73
TOM            60.5

==================================
==================================
END OF PROGRAM
```

ACCESSION: 3311 LETTER TYPER
GROUP:3311 RATING: NOT RATED
SECTORS:20 BYTES: 5120
CATEGORY: TEACHER UTILITIES
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 12/01/79 REVIEW DATE: 06/24/86
AUTHOR: DONALD E. KAALER

Shape table was generated with programs in the Dec. 1979 issue of Micro Magazine, page 11. The program BLOADS "TIGER OBJ." and "GR MACH LANG" which we do not have.
This program facilitates the printing of large-scale signs, documents, etc., by allowing you to type large letters on the hi-res screen.

```
        COMMANDS
        ========
     ESC KEY = UPPER CASE
DOUBLE ESC KEY = LOCK UPPER CASE
SINGLE ESC KEY = RELEASE U/C
LEFT ARROW KEY = BACKSPACE **
   CONTROL 'E' = ERASE PAGE
   CONTROL 'F' = FINISH (END)
 SHIFT 'P' (@) = PRINT PAGE

      ILove you
```

ACCESSION: 229 TEST MAKER
GROUP:229 RATING: NOT RATED
SECTORS:16 BYTES: 4096
CATEGORY: TEACHER UTILITIES
SUBCAT: TEST MAKER
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This group of programs allows you to create tests, append them and retreive them for student use.

```
QUESTION #1
- - - - - - - -

WHAT COLOR IS AN APPLE?
```

ACCESSION: 8127 QUIZ
GROUP:8127 RATING: RECOMMENDED
SECTORS: 300 BYTES: 7680
CATEGORY: TEACHER UTILITIES
SUBCAT: TEST MAKER
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: INTEGER
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE. / / REVIEW DATE: 07/04/86
AUTHOR: STEVE STEARNS

This program uses text files on the disk to quiz the user. The files provide pairs, questions and answers, plus the ability to add an explanatory note to the answer. QUIZBUILD loads text files on the disk to be used by the program QUIZ. The text files consist of 4 header records followed by pairs or triplets of records containing quiz information. Triplets will be used if optional notes are added to explain the pairs of data.

```
ENTER NAME OF FIRST GROUP (LIKE STATES)
CITY

ENTER NAME OF SECOND GROUP
STATE

ENTER NUMBER OF GROUP PAIRS
?2

WANT TO ADD NOTES?N
```

```
HHHHHHHHHH
    H
    H
    H
    H
    H
HHHHHHHHHH

I       I
I       I
I       I
IIIIIIIII
I       I
I       I
```

ACCESSION: 3327 VERTICAL BANNER PRINTER
GROUP: RATING: GOOD
SECTORS:12 BYTES: 3072
CATEGORY: TEACHER UTILITIES
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 06/13/86
AUTHOR: ROBERT RENNARD

Original source unknown.
This program allows you to print large vertical headings of less than 21 words.

```
R O L X U W K F U L Y T X Y D K [
J E R T O S D G [ [ B O V C Z R C
T E B R D [ A I [ Y Q E P B Y A V
T Q Q M I K D F R B R W S J L E E
D B O F E W T D Z M Z E U E [ N R
M K Y D H C J [ L [ F B N U X A G
V T G S X R E F N M P D [ R B W S
T T P Q P E C D D Y A G J B [ I V
T [ Z H K C R A D R W B I I N X U
J R E E Y S T T T M [ T P E J M Q
```

ACCESSION: 9136 WORD MAZE MAKER
GROUP: RATING: GOOD
SECTORS:18 BYTES: 4608
CATEGORY: TEACHER UTILITIES
SUBCAT: TEST MAKER
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR: GEORGE B. HILBERT

This program generates a word search puzzle. The machine may find that it can't put a particular word anywhere and it will ask you if it should start the puzzle over. If you don't want to start over, typing "no" will throw away that particular word. These puzzles are visually hard to solve.

```
R . . . . . . . . . . . . . . .
. E . . . . D . . . . . . . . C
. . B . . . A . . . . . . . A .
. . . M . . D . . . . . . L . .
. . . . E . . . . . . . E . . R
. . . . . C . . . . . N . . A .
. . . . . . E . . . . D . . B . .
. . . . . . C D . . A . . B . . .
. . . . . . . A . R . . I . . . .
. . . . . . . . T . . T . . . . .
```

ACCESSION: 7452 WORD PUZZLE
GROUP: RATING: GOOD
SECTORS:15 BYTES: 3840
CATEGORY: TEACHER UTILITIES
SUBCAT: TEST MAKER
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This program generates a word search puzzle. The machine may find that it can't put a particular word anywhere and will ask you if it should start the puzzle over. If you don't want to start over, typing "no" will throw away that particular word. If this persists, try either giving less words or bigger puzzle dimensions. These are not easy puzzles to solve visually.

FIND THESE HIDDEN WORDS

BEE
CAT
NICE
NOVEMBER
RABBIT

A	F	Y	O	L	Y	P	A	J	R	U	E
I	N	Z	O	Y	J	E	W	U	O	N	F
A	D	C	V	X	W	I	C	N	N	B	R
D	X	R	Y	R	L	P	C	I	Z	E	O
C	C	W	Z	V	U	C	C	T	E	U	A
H	A	E	I	P	O	E	I	M	E	S	Z
K	C	T	B	Z	W	B	E	E	V	Z	I
V	N	U	F	U	B	V	B	D	L	L	E
A	I	P	S	A	O	I	V	S	U	Z	A
V	K	O	R	N	V	G	Y	A	V	V	U

ACCESSION: 10077 WORD SEARCH
GROUP: RATING: GOOD
SECTORS:36 BYTES: 9216
CATEGORY: TEACHER UTILITIES
SUBCAT: TEST MAKER
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/03/86
AUTHOR:

This program allows you to make a word search puzzle and a word list. A word search is a block of letters which contain hidden words. The object is to find the hidden words which are listed in a word list. They may be found horizontally, vertically, forwards, backwards or diagonally. You may then either print it on your printer or file it away to be printed later. You must decide the puzzle layout. Nothing is automatic with this puzzle!

H	R	K	Q	H	G	R	O	B	M	G	S
P	C	R	R	G	D	J	O	K	B	E	B
Y	T	L	B	C	O	O	K	I	E	Y	S
O	F	P	Q	K	A	L	O	O	T	Y	E
G	R	R	C	V	Y	U	U	J	G	K	N
T	N	A	G	L	S	D	T	B	J	J	V

WORD

PROCESSING

ACCESSION: 10048 APPLEWORKS DATA FILES.1
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

Magazines 1984	Data Base	9K	4/08/85
micro.hardware	Data Base	3K	4/08/85
micro.software	Data Base	2K	4/08/85
MR B MEDICAL	Data Base	7K	4/08/85
order.book	Data Base	2K	4/08/85
Weekly.Magazine	Data Base	4K	4/08/85
CALENDAR	Spreadsheet	1K	4/08/85
DAYS.BTW..DATES	Spreadsheet	7K	4/08/85
FV AND CALENDAR	Spreadsheet	11K	4/08/85
FV AND DAY.CALC	Spreadsheet	12K	4/08/85
More			

ACCESSION: 10049 APPLEWORKS DATA FILES.2
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

CURE.BON.KO	Word Processor	1K	2/19/85
PRINTER.TROUBLE	Word Processor	1K	2/09/85
TAWUG MEMBERS	Data Base	15K	7/15/85
amortization	Spreadsheet	54K	2/09/85
BUD.TEMP1	Spreadsheet	8K	2/13/85
ENTERTAINMENT	Spreadsheet	2K	1/28/85
FIX.ASSET	Spreadsheet	10K	2/13/85
INCOME.STAT3	Spreadsheet	18K	2/13/85
IRS AUTO LOG	Spreadsheet	6K	1/28/85
NET.WTH	Spreadsheet	7K	2/13/85
More			

ACCESSION: 10050 APPLEWORKS DATA FILES.3
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

RUMORED.BY.UNKN	Word Processor	1K	2/22/85
SHOWOFF.SHORT	Word Processor	10K	2/15/84
STAR.MICR.PRINT	Word Processor	2K	2/22/85
TWO.COLUMN	Word Processor	6K	2/15/84
AMORT SCH 360.s	Spreadsheet	53K	3/14/85
BUSEXPLOG	Spreadsheet	2K	2/21/85
JOB.LABOR.GEN.1	Spreadsheet	1K	2/21/85
JOBSFORM	Spreadsheet	2K	2/21/85
JOBSFORM.1	Spreadsheet	2K	2/21/85
MATLSLISTGEN.1	Spreadsheet	2K	2/21/85

More

ACCESSION: 10051 APPLEWORKS DATA FILES.4
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

AMORT TABLES	Word Processor	3K	3/14/85
COMVID SYSTEMS	Word Processor	2K	3/20/85
INFO.ON.OTHER.F	Word Processor	1K	2/28/85
Letter	Word Processor	5K	3/18/85
POSO	Data Base	3K	3/20/85
Star Trek List	Data Base	6K	3/18/85
TAMUG MEMBERS	Data Base	9K	3/20/85
AMORT SCH 120.s	Spreadsheet	22K	3/14/85
AMORT SCH 240.s	Spreadsheet	37K	3/14/85
AMORT SCH 60.s	Spreadsheet	14K	3/14/85

ACCESSION: 10052 APPLEWORKS DATA FILES.5
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

TRIV.1.9	Word Processor	2K	3/23/85
VOCAB.1	Word Processor	2K	4/03/85
Wilmington 85	Word Processor	2K	4/03/85
Comp. Articles	Data Base	2K	4/03/85
COMPUTER STUFF	Data Base	4K	4/03/85
Eastern High	Data Base	3K	4/03/85
METEOR SHOWERS	Data Base	8K	4/03/85
AREA.CODE	Spreadsheet	6K	3/28/85
ASSET.1	Spreadsheet	4K	4/08/85
ASSET.CHARACTER	Spreadsheet	9K	4/08/85

More

ACCESSION: 10053 APPLEWORKS DATA FILES.6
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

BARREL.01	Word Processor	3K	4/13/85
BARREL.02	Word Processor	4K	4/13/85
BARREL.03	Word Processor	6K	4/13/85
BARREL.04	Word Processor	14K	4/13/85
barrel.05	Word Processor	8K	4/13/85
barrel.07	Word Processor	8K	4/13/85
barrel.08	Word Processor	4K	4/13/85
barrel.09	Word Processor	8K	4/13/85
barrel.10.1	Word Processor	10K	4/13/85
barrel.11	Word Processor	8K	4/13/85

More

ACCESSION: 10054 APPLEWORKS DATA FILES.7
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

barrel.06	Word Processor	15K	4/25/85
LA.VEG.GARDEN	Data Base	4K	4/23/85
INFLA.ADJUST	Spreadsheet	3K	12/29/84
INVEST.ACCUMULA	Spreadsheet	8K	12/29/84
IRA vs.TAXABLE	Spreadsheet	6K	12/29/84
LIFE.INS.NEEDS	Spreadsheet	7K	12/29/84
LOAN.CALC	Spreadsheet	2K	12/28/84
LOAN.REDUCTION	Spreadsheet	4K	12/28/84
PSA.ARMS.5YR	Spreadsheet	35K	5/25/85
RENT vs BUY	Spreadsheet	13K	12/29/84

More

ACCESSION: 10055 APPLEWORKS DATA FILES.8
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

Books	Word Processor	2K	4/26/85
CONFIGURE	Word Processor	2K	3/16/85
Consumer Letter	Word Processor	2K	4/26/85
Copyright.Terms	Word Processor	2K	4/24/85
EPSON.KERNING	Word Processor	1K	5/11/85
EPSON.NLQ.BOARD	Word Processor	9K	5/11/85
PrizeLetter	Word Processor	2K	4/26/85
READ.FIRST.RJN	Word Processor	3K	4/25/85
Report	Word Processor	3K	4/26/85
Reservations	Word Processor	2K	4/26/85

More

ACCESSION: 10056 APPLEWORKS DATA FILES.9
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

Comedy Albums	Data Base	4K	6/29/85
Compact Discs	Data Base	3K	6/29/85
Compulations	Data Base	4K	6/29/85
Magazine.List	Data Base	11K	6/29/85
Misc. Records	Data Base	2K	6/29/85
O.S.T O.B.C.	Data Base	3K	6/29/85
SATELLITE.CHAN	Data Base	2K	6/23/85
VideoGame.list	Data Base	10K	6/29/85
LOG.CALC.MED	Spreadsheet	14K	6/12/85
LOG.CALC.SHORT	Spreadsheet	2K	5/24/85
	More		

ACCESSION: 10057 APPLEWORKS DATA FILES.10
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

AWKS.CI	Word Processor	2K	8/06/85
BOWLING.WP	Word Processor	3K	8/05/85
CI RULER	Word Processor	3K	8/06/85
HELP.HELP	Word Processor	1K	8/06/85
MX80.GRAFTRAX	Word Processor	2K	7/20/85
PRINTER.TROUBLE	Word Processor	2K	8/06/85
PRO.COPY.REV	Word Processor	2K	7/18/85
SQ.FT.GAR.PL	Word Processor	3K	7/27/85
Albums A...Z	Data Base	51K	6/29/85
RECIPE.FILE	Data Base	4K	6/18/85
	More		

ACCESSION: 10058 APPLEWORKS DATA FILES.11
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing , data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

AUTO.LOAN.EXP	Word Processor	3K	8/19/85
AW Tips 8508A	Word Processor	5K	8/08/85
AW Tips 8508B	Word Processor	4K	8/08/85
AWUG.Swapdisk	Word Processor	4K	8/20/85
CAT.INTRO.	Word Processor	3K	8/17/85
EVAL.FORM	Word Processor	6K	8/17/85
NAME.LGE.1	Word Processor	1K	8/20/85
TAWUG 8508A	Word Processor	2K	8/08/85
avequipment	Data Base	2K	8/20/85
CATALOG	Data Base	30K	8/17/85

More

ACCESSION: 10059 APPLEWORKS DATA FILES.12
GROUP: RATING: GOOD
SECTORS:546 BYTES: 139776
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WORKS UTILITY
COMPUTER: APPLE OPSYS: PRODOS
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: / / REVIEW DATE: 07/04/86
AUTHOR:

This is a collection of word processing, data base and spreadsheet data files. There are many 'helpful hints' and sample records that can be modified for your use. You must have the APPLEWORKS program disk to use these files.

APPLEWORKS DL	Word Processor	28K	8/22/85
AW.COL.AUG	Word Processor	10K	8/22/85
AW.COL.JUL	Word Processor	7K	8/22/85
AW.COL.SEP	Word Processor	8K	8/22/85
LR TAWUG 501	Word Processor	4K	9/03/85
OPEN.APPLE.MAG	Word Processor	1K	8/23/85
ProCopy Review	Word Processor	5K	8/23/85
SensibleSpeller	Word Processor	6K	8/23/85
TAWUG.LETTER.1	Word Processor	3K	9/01/85
TIDBITS	Word Processor	8K	8/29/85

More

ACCESSION: 1184 APPLEWRITER READER
GROUP:1184 RATING: GOOD
SECTORS:20 BYTES: 5120
CATEGORY: WORD PROCESSING
SUBCAT: APPLE WRITER UTILITY
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: BASIC VERSION: APPLESOFT
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 03/12/80 REVIEW DATE: 06/23/86
AUTHOR: TOM JACOBSEN

This program allows you to read Applewriter text files and to print them on the screen or on your printer. Text written to the screen is difficult to read.

```
THIS PROGRAM IS DESIGNED TO LIST OUT

APPLE WRITER FILES ONE PAGE AT A TIME.


THE FILE WILL BE FOUND IN THE CATALOG
        IN THE FOLLOWING FORM:

        TEXT.'FILE NAME'

     PRESS ANY KEY TO VIEW CATALOG
```

ACCESSION: 9916 FREDWRITER
GROUP: RATING: RECOMMENDED
SECTORS:500 BYTES: 12800
CATEGORY: WORD PROCESSING
SUBCAT:
COMPUTER: APPLE OPSYS: DOS 3.3
LANG: MACHINE VERSION:
COPYRIGHT: F FEE: F COLOR: F INPUT: KEYBOARD
PROGRAM DATE: 09/26/85 REVIEW DATE: 08/12/86
AUTHOR: PAUL LUTUS

Documentation by June Wedesweiler Dodge. Educational enhancements were designed and programmed by Al Rogers of the San Diego Teacher Education Computer Center. FrEdWriter v4.0 is a very easy word processor to learn. These disks contain complete documentation in four text files called: DOC.A, DOC.B, DOC.C. AND DOC.D. You can use FrEdWriter to load them, read them, and print them. The second disk contains exercises to help you master FrEdWriter. WHEN ORDERING, THIS SET COUNTS AS TWO DISKS.

```
 FrEdWriter  Len:60 Bytes    <T>utor
Dear Santa,P
I really love FrEdWriter!!!P
         Love, Janet

         -- PAGE 1 --

         Dear Santa,
         I really love FrEdWriter!!!
                  Love,
         Janet
```

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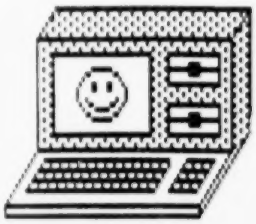

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